
Subject: Client Crash

Posted by [Neijwiert](#) on Wed, 20 Nov 2013 23:18:06 GMT

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Crash type:

Internal error, nothing else specified.

Set-Up:

I have the latest version of scripts on both my client and server, I am running a single custom plugin. This plugin does something that makes the client crash under these conditions:

- The player is already in the game
- The server loads the next map
- On the OnLoadLevel SSGM event there is a chain of events and it eventually leads to this code:

```
GameObject *TimerObj = Commands->Create_Object("Invisible_Object", Vector3(0,0,0));
this->_TimerObject = TimerObj->Get_ID();
TimerObj->Add_Observer(this);
```

- There no longer is any crash when the Add_Observer line is removed.

Layout of the class 'this' points to:

Toggle Spoiler

```
class NTCPowerupSpawner : public ScriptImpClass
{
    friend class NTCPowerupControl;
    friend class NTC_Powerup;

public:
    NTCPowerupSpawner(int SpawnerID, bool Enabled, const char *Preset, Vector3 &Position, int
MaxSpawnCount, float SpawnDelay);
    virtual void Timer_Expired(GameObject *obj, int number);
    int Get_Spawner_ID();
    void Toggle_Spawner(bool Enable);
    void Spawn_Powerup(bool Decrease);
protected:
    void OnThink();
    void Remove_Powerup();
    bool Can_Spawn();
    void Force_Spawn_Powerup(bool Decrease);
    GameObject *Create_Timer_Object();
    void Start_Timer(float Delay = 0);
    GameObject *Get_Object(int &ID);
    void Remote_Spawn_Powerup(bool Decrease);
private:
    int _SpawnerID;
```

```
bool _Enabled;  
StringClass _Preset;  
Vector3 _Position;  
int _SpawnsRemaining;  
int _Item;  
bool _SpawnPending;  
float _SpawnDelay;  
int _TimerObject;  
};
```

I was unable to reproduce it with an empty class that called the same pieces of code on the constructor of the class at the same time.

CrashDump attached.

File Attachments

1) [crashdump.20131120-231156-r5704-n1.dmp](#), downloaded 193 times

Subject: Re: Client Crash

Posted by [jonwil](#) on Thu, 21 Nov 2013 00:00:39 GMT

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Try this code instead for NTCPowerupSpawner.

```
class NTCPowerupSpawner : public GameObjObserverClass  
{  
    friend class NTCPowerupControl;  
    friend class NTC_Powerup;  
  
    public:  
        NTCPowerupSpawner(int SpawnerID, bool Enabled, const char *Preset, Vector3 &Position, int  
MaxSpawnCount, float SpawnDelay);  
        virtual void Timer_Expired(GameObject *obj, int number);  
        int Get_Spawner_ID();  
        void Toggle_Spawner(bool Enable);  
        void Spawn_Powerup(bool Decrease);  
        void Entered( GameObject* pObj, GameObject* pEnterer ) {}  
        void Exited( GameObject* pObj, GameObject* pExiter ) {}  
        void Attach ( GameObject* pObj ) {};  
        void Detach ( GameObject* pObj ) {};  
        void Animation_Complete ( GameObject *pObj, const char *animation_name ) {};  
        void Created(GameObject* pObj) {};  
        void Destroyed(GameObject* pObj) {};  
        void Killed(GameObject* pObj,GameObject* pKiller) {};
```

```

void Damaged(GameObject* pObj,GameObject* pDamager,float amount) {};
void Custom(GameObject* pObj,int type,int param,GameObject* pSender) {};
void Sound_Heard(GameObject* pObj,const CombatSound & sound) {};
void Enemy_Seen(GameObject* pObj,GameObject* pEnemy) {};
void Action_Complete(GameObject* pObj,int action_id,ActionCompleteReason
complete_reason) {};
void Poked(GameObject* pObj,GameObject* pPoker) {};
const char* Get_Name() { return "NTCPowerupSpawner"; }
protected:
void OnThink();
void Remove_Powerup();
bool Can_Spawn();
void Force_Spawn_Powerup(bool Decrease);
GameObject *Create_Timer_Object();
void Start_Timer(float Delay = 0);
GameObject *Get_Object(int &ID);
void Remote_Spawn_Powerup(bool Decrease);
private:
int _SpawnerID;
bool _Enabled;
StringClass _Preset;
Vector3 _Position;
int _SpawnsRemaining;
int _Item;
bool _SpawnPending;
float _SpawnDelay;
int _TimerObject;
};

```

Since NTCPowerupSpawner isn't a script (it doesn't have a ScriptFactory and it isn't created via Create_Script), it should not derive from ScriptImpClass but instead from GameObjObserverClass.

Subject: Re: Client Crash
 Posted by [Neijwiert](#) on Thu, 21 Nov 2013 13:44:58 GMT
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Changed it.

It now is a separate class that is registered to the scriptfactory.

I still experience a client crash.

Subject: Re: Client Crash

Posted by [danpaul88](#) on Thu, 21 Nov 2013 16:52:39 GMT

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And did you actually attach it as a script? You can't use Add_Observer with a ScriptImpClass, they're not designed for that. Use GameObjObserverClass as your base class if you want to use Add_Observer, as jonwil posted above.

Subject: Re: Client Crash

Posted by [Neijwiert](#) on Fri, 22 Nov 2013 01:15:16 GMT

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Didn't elaborate my second message well enough. I am not attaching the script trough Add_Observer anymore, but trough Commands->Attach_Script.

I'm still experiencing client crashes.

Subject: Re: Client Crash

Posted by [iRANian](#) on Fri, 22 Nov 2013 08:03:07 GMT

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Try doing it with Add_Observer() now as you changed your class to derive from GameObserverClass

Subject: Re: Client Crash

Posted by [Neijwiert](#) on Fri, 22 Nov 2013 10:20:49 GMT

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Quote:Try doing it with Add_Observer() now as you changed your class to derive from GameObserverClass

That will not suit my needs, that class doesn't support Commands->Start_Timer.

The point is that it still crashes, even when I now have a seperate class that is a valid ScriptImpClass registered at the Scriptfactory.

This indicates that the problem lays elsewhere.

Subject: Re: Client Crash

Posted by [Ethenal](#) on Sat, 23 Nov 2013 17:16:15 GMT

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Have you attached to the FDS with the debugger and walked through to see which step is crashing? Might save you a tremendous amount of time...

Subject: Re: Client Crash

Posted by [Neijwiert](#) on Sat, 23 Nov 2013 19:09:49 GMT

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Well something is going wrong externally, but I have no way of knowing what I'm doing wrong that's causing it. I'm missing source code...

Subject: Re: Client Crash

Posted by [Ethenal](#) on Sat, 23 Nov 2013 19:13:35 GMT

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What do you mean? The crash isn't occurring in your code?

If that's true and you're sure it's not some Microsoft DLL (i.e. incorrect usage of a string function or something) then post up (or private message to StealthEye or jonwil) the source and crash dump and the TT developers can look at it, since they actually have the symbols for tt.dll.

Subject: Re: Client Crash

Posted by [jonwil](#) on Sun, 24 Nov 2013 00:35:40 GMT

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I can confirm that yes its crashing somewhere in the tt code.
However, our debug symbol server is down right now so we cant debug the crash at this point.

Subject: Re: Client Crash

Posted by [jonwil](#) on Wed, 27 Nov 2013 05:37:28 GMT

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Our debug symbol server is back and I have examined this dump. Not sure why its crashing, all I can say is that it seems to be crashing in the netcode somewhere.
If its still failing once 4.1 is out, we will debug further.
