Subject: Server crash
Posted by Troll King on Mon, 09 Jul 2012 11:35:26 GMT
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I have found the problem in MX0_MissionStart_DME that causes the server crash. (If I remember correctly it didn't crash in 3.4.4?)
I was able to find it by decompiling it and looking into what it could crash.
The command that is causing the crash is Commands->Select_Weapon.
Use these settings to make any server crash: Commands->Select_Weapon(0, "");
Such command as this is in MX0_MissionStart_DME. If you aren't in the game (OnLevelLoad, you aren't in the game yet but Created event of scripts is called so Commands->Select_Weapon in MissionStart_DME aswell.).
So MissionStart_DME uses Commands->Get_A_Star to find the closest star, that would return 0 when there is none I suppose.

EDIT: In the past I used level reedit to get M13.mix I put it on my server as it got out so no changes. It used to work without a crash but now it crashes on MissionStart_DME.

Subject: Re: Server crash
Posted by iRANian on Mon, 09 Jul 2012 11:39:11 GMT
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It's passing a NULL pointer as first argument to Select_Weapon(), the second argument can also have issues with certain code running on a server, you should clone the script and have it select a valid weapon. If you clone the script you can register your clone as "MX0_MissionStart_DME", if you do that you can release your fix as an SSGM 4.0 plugin.

Subject: Re: Server crash
Posted by Troll King on Mon, 09 Jul 2012 11:41:36 GMT
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Quote:It's passing a NULL pointer as first argument to Select_Weapon()

No shit sherlock . But I could release a clone indeed. The point is it worked before but now it doesn't.
Also it doesn't matter what you fill in at weapon_name. You can pass in an empty string or a NULL pointer doesn't crash. only if you pass a NULL pointer in the GameObject variable it starts to whine.

Subject: Re: Server crash
Posted by iRANian on Mon, 09 Jul 2012 11:47:23 GMT
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Yes but the functions that return the name of a weapon a guy has might return a NULL pointers

and some code doesn't work correctly with it will cause the server to crash.

Subject: Re: Server crash
Posted by Troll King on Mon, 09 Jul 2012 11:52:31 GMT
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I know but I'm trying to point this out so they can script safeguards or something in those commands that will prevent invalid passing on of information. And also prevent server crashes.

Subject: Re: Server crash
Posted by jonwil on Mon, 09 Jul 2012 12:00:46 GMT
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ok, this should be fixed for the next build now so that Select_Weapon wont crash when passed 0 for the first parameter.

Subject: Re: Server crash
Posted by Troll King on Mon, 09 Jul 2012 12:01:05 GMT
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Also, Westwood uses these settings Iran:
Vector3 Pos = Commands->Get_Position(obj);
GameObject *Star = Commands->Get_A_Star(Pos);
Commands->Select_Weapon(Star, "");

Subject: Re: Server crash
Posted by iRANian on Mon, 09 Jul 2012 12:19:24 GMT
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I know they do, on certain levels you start with no weapon selected.