

Server

- [Server Error -9 and -111 and -123](#)
- [Amd-Ucode Load Failure](#)
- [Assert failed: "false" in file serviceprovider.cpp:202](#)
- [Server Error -124 and -111](#)

Server Error -9 and -111 and -123

```
terrain data loaded
***gs117***-9
***-111
TRACE : BackDBClient, on abort session
TRACE : BackDBClient, on abort session
TRACE : checkpoint begin.
info : OnAddSession
TRACE : checkpoint end.
TRACE : BackDBClient, on abort session
info : logclienttcp: OnAddSession
info : TcpManager OnAddSession
TRACE : checkpoint begin.
```

-111 is " " %s " or Initialization of boundary %s failed%

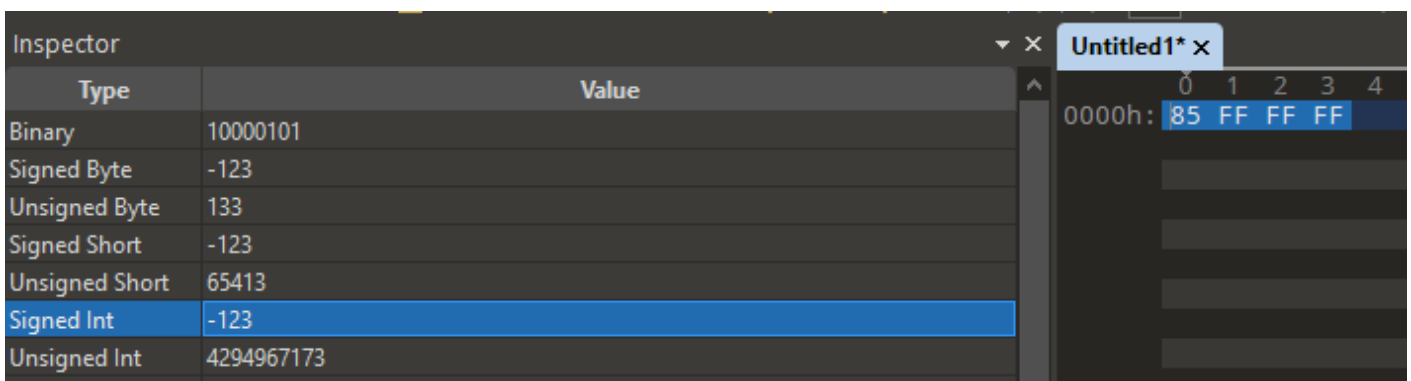
-123 is " Internal area is too small " or "

These errors are usually issue with precinct.sev and/or region.sev or wrong settings in gs.conf for map boundaries. You can try replacing with the empty ones available in the VM's config folder (empty folder) if you have no way of editing or making these

Check in IDA Pro

85FFFFFFh = -123

91FFFFFFh = -111



The screenshot shows the IDA Pro Inspector window with a table of memory values. The table has two columns: 'Type' and 'Value'. The 'Signed Int' row is highlighted in blue. To the right, a memory dump shows the hex value 85 FF FF FF at address 0000h.

Type	Value
Binary	10000101
Signed Byte	-123
Unsigned Byte	133
Signed Short	-123
Unsigned Short	65413
Signed Int	-123
Unsigned Int	4294967173

Memory dump (0000h): 85 FF FF FF

Amd-Ucode Load Failure

```
9.641475] microcode: failed to load file amd-ucode/microcode_amd_fam17h.bin
9.696805] microcode: failed to load file amd-ucode/microcode_amd_fam17h.bin
9.752266] microcode: failed to load file amd-ucode/microcode_amd_fam17h.bin
9.807991] microcode: failed to load file amd-ucode/microcode_amd_fam17h.bin
9.870618] microcode: failed to load file amd-ucode/microcode_amd_fam17h.bin
9.925254] microcode: failed to load file amd-ucode/microcode_amd_fam17h.bin
```

The problem seems to be specific to AMD Family 16h microcode, which is used by some AMD processors. The error message indicates that the microcode file was not loaded successfully, which can cause various issues with your system's performance and stability.

To resolve this issue, you can try the following steps:

Ensure that the amd-ucode package is installed and up-to-date on your system. You can check the package list with the command `apt list --upgradable` (for Ubuntu-based systems) or `dnf list --upgradable` (for RHEL-based systems).

If the package is not installed, you can install it using the command `sudo apt-get install amd-ucode` (for Ubuntu-based systems) or `sudo dnf install amd-ucode` (for RHEL-based systems).

If the file is corrupted or missing, you can try reinstalling the package or downloading the file manually from the AMD website and copying it to the correct location.

Additionally, you can try disabling the microcode loading mechanism temporarily to see if it resolves the issue. You can do this by adding the following kernel parameter to your bootloader:

configuration file (e.g., `/etc/default/grub` on Ubuntu-based systems):

```
GRUB_CMDLINE_LINUX_DEFAULT="microcode.load=0"
```

Then, update the bootloader configuration with the command `sudo update-grub` (for Ubuntu-based systems) or `sudo grub2-mkconfig` (for RHEL-based systems).

TLDR:

```
sudo apt-get install
sudo do-release-upgrade
```

Note: Not recommended to disable SSH password due to security concerns

Assert failed: "false" in file serviceprovider.cpp:202

```
info : info : TcpManager OnAddSession  
logclienttcp: OnAddSession  
TRACE : BackDBClient, on abort session  
terrain data loaded  
assert failed:"false" in file serviceprovider.cpp:202  
TRACE : checkpoint end.  
info : logclienttcp: OnAddSession  
info : TcpManager OnAddSession  
TRACE : BackDBClient, on abort session  
TRACE : BackDBClient, on abort session  
info : logclienttcp: OnAddSession  
info : TcpManager OnAddSession
```

assert failed: "false" in file serviceprovider.cpp:202

This usually means that some service (adding a shop or teleport to an npc that usually wouldn't or won't accept it) was being rejected and will work again once it is removed.

This can also happen or have a similar error when tasks (quests) in/out are added to an npc that usually does not have them.

Note: For shops you can try and remove specific items through trial and error (some seem to trigger this error, but it hasn't been confirmed as to which)

