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
```

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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)