🛟 SteamCMD crashing on exe

Drake Tickner   5 days ago

When I go to launch the exe, the game opens (in task manager, not application) then closes.

There is no other response from the game.

This is a steamcmd instance.. .NET is updated and checked on all below instances:

- Windows Server 2008 R2, tried reinstall, was running here before.

- Windows Server 2012 R2, reinstalled from scratch - fresh OS install, still the same issue.

Note that this excludes using previous worlds or anything of the nature, app_update 367970 - force_install_dir ../medievalengineers

Running the .exe from inside the Dedicated Servers dir.

Comments (5)

Medieval Engineers Support • 2 days ago

Hello,

Thank you for contacting Keen Software House support.

Please send us the log files so we can see what is causing this problem and try to resolve it. Log files are located in C:\Users\YourUsername\AppData\Roaming\MedievalEngineers. You can access it quickly by pressing WinKey+R and typing %appdata%\MedievalEngineers

Please send both MedievalEngineers.log and VRageRender-DirectX11.log

Kind Regards,

The Medieval Engineers Support Team

http://www.medievalengineers.com/

https://support.keenswh.com/medievalengineers

Drake Tickner • 23 hours ago

I upgraded the OS and reinstalled. I had thought that 2008 would not run it for some reason (had no other ideas)

That being said, when I launch the game nothing appears on screen, but the service flashes in and crashes. There is no folder for \Roaming\MedievalEngineers as the app doesn't get that far. Thus there is no log.

Drake Tickner ● 23 hours ago

Also worth noting, before the update to the new OS, it was also acting the same, as well as not logging the crash.

Medieval Engineers Support ● 4 hours ago

Hello,

First the obvious:

The dedicated server doesn't use %appdata%\MedievalEngineers folder. The console uses %appdata%\MedievalEngineersDedicated. The service uses %programdata%\MedievalEngineersDedicated.

Now the technical:

A new Windows Server installation won't have .NET installed and the game may be looking for DirectX libraries. You'll need to install both of those if you haven't already.

Please send logs if you are able to get any.

Kind Regards,

The Medieval Engineers Support Team

http://www.medievalengineers.com/

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Drake Tickner ● 47 minutes ago

I apologize for looking in %appdata%\MedievalEngineers - the prior post in this thread directed me to look there. Space Engineers creates a folder in %appdata%\SpaceEngineers and that contains the world files and alike, but Medieval Engineers no longer does (it did on the last install). I did a search on the entire drive for programdata however it does not find it, I have show hidden files on, also I tried searching for appdata just to confirm and it is able to find that.

To elaborate, when I had the 2008 server, the game (along with space engineers) ran fine, then I updated, then had this issue. I then upgraded the server.

I currently have Space Engineers running just fine on the new server, but Medieval Engineers does not.

I copied over nothing when I started this server up, using a new SteamCMD and first trying the game with no mods and no copied saved files - yet this crashed just as it has since I ran the update.

I did follow setup on the new server, as I have Space Engineers running, Direct X 11, I also ran the updater on .net and it confirms that .net 4.7 is already installed. However, again, this issue started on a machine that had the game humming along fine and with the update failed to also do so - currently it has Space Engineers operating normally and very playable.