

Cannot verify load for invalid steam ID [A:1:0:1]

The server that produced this log was fixed by uploading the latest version of sourcemod and metamod.

<https://www.metamodsource.net/downloads.php?branch=stable>

<https://www.sourcemod.net/downloads.php>

```
[Pterodactyl Daemon]: Checking server disk space usage, this could take a few seconds...
[Pterodactyl Daemon]: Updating process configuration files...
[Pterodactyl Daemon]: Ensuring file permissions are set correctly, this could take a few
seconds...
container@pterodactyl~ Server marked as starting...
[Pterodactyl Daemon]: Pulling Docker container image, this could take a few minutes to
complete...
Pulling from pterodactyl/games
Status: Image is up to date for ghcr.io/pterodactyl/games:source
Digest: sha256:12daf61c9fe4c1c3621be51b5ec5458c69eea074c3a5193bd7379699d83e466c
[Pterodactyl Daemon]: Finished pulling Docker container image
steam user is not set.
Using anonymous user.
WARNING: setlocale('en_US.UTF-8') failed, using locale: 'C'. International characters may not
work.
Redirecting stderr to '/home/container/Steam/logs/stderr.txt'
Logging directory: '/home/container/Steam/logs'
[ 0%] Checking for available updates...
[----] Verifying installation...
UpdateUI: skip show logo
Steam Console Client (c) Valve Corporation - version 1745888136
-- type 'quit' to exit --
Loading Steam API...OK

Connecting anonymously to Steam Public...OK
Waiting for client config...OK
Waiting for user info...OK
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Success! App '232250' already up to date.
Unloading Steam API...OK
container@pterodactyl~ ./srcds_run -game tf ...
Auto detecting CPU
Using default binary: ./srcds_linux
Using shader api: shaderapiempty_srv.so
Using Breakpad minidump system. Version: 9704567 AppID: 232250
Setting breakpad minidump AppID = 232250
Using breakpad crash handler
Loaded 12000 VPK file hashes from /home/container/tf/tf2_textures.vpk for pure server
operation.
Loaded 12000 VPK file hashes from /home/container/tf/tf2_textures.vpk for pure server
operation.
Loaded 480 VPK file hashes from /home/container/tf/tf2_sound_vo_english.vpk for pure server
operation.
Loaded 480 VPK file hashes from /home/container/tf/tf2_sound_vo_english.vpk for pure server
operation.
Loaded 1344 VPK file hashes from /home/container/tf/tf2_sound_misc.vpk for pure server
operation.
Loaded 1344 VPK file hashes from /home/container/tf/tf2_sound_misc.vpk for pure server
operation.
Loaded 2916 VPK file hashes from /home/container/tf/tf2_misc.vpk for pure server operation.
Loaded 2916 VPK file hashes from /home/container/tf/tf2_misc.vpk for pure server operation.
Loaded 2916 VPK file hashes from /home/container/tf/tf2_misc.vpk for pure server operation.
Loaded 1232 VPK file hashes from /home/container/hl2/hl2_textures.vpk for pure server
operation.
Loaded 574 VPK file hashes from /home/container/hl2/hl2_sound_vo_english.vpk for pure server
operation.
Loaded 383 VPK file hashes from /home/container/hl2/hl2_sound_misc.vpk for pure server
operation.
Loaded 465 VPK file hashes from /home/container/hl2/hl2_misc.vpk for pure server operation.
Loaded 465 VPK file hashes from /home/container/hl2/hl2_misc.vpk for pure server operation.
Loaded 24 VPK file hashes from /home/container/platform/platform_misc.vpk for pure server
operation.
Loaded 24 VPK file hashes from /home/container/platform/platform_misc.vpk for pure server
operation.
server_srv.so loaded for "Team Fortress"
For FCVAR_REPLICATED, ConVar must be defined in client and game .dlls (sv_use_steam_voice)
ProtoDefs post data loaded.
ProtoDefs loaded. 21.93 MB used
```

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ProtoDefs loaded. 21.93 MB used
  failed to dlopen /home/container/tf/addons/metamod/bin/linux64/server.so
error=/home/container/tf/addons/metamod/bin/linux64/server.so: wrong ELF class: ELFCLASS64
Unable to load plugin "addons/metamod/bin/linux64/server"
[srctv+] Loading...
[srctv+] Loaded!
maxplayers set to 18
No '-replayservedir' parameter found - using default replay folder.
Replay: Creating thread pool...succeeded.
Replay: Starting thread pool with 4 threads...succeeded.
Cleaning files from temp dir, "/home/container/tf/replay/server/tmp/" ...no files removed.
ProtoDefs post data loaded.
ProtoDefs post data loaded.
Setting breakpad minidump AppID = 232251
Forcing breakpad minidump interfaces to load
Looking up breakpad interfaces from steamclient
Calling BreakpadMiniDumpSystemInit
Unknown command "r_decal_cullsize"
ConVarRef dev_loadtime_map_start doesn't point to an existing ConVar
maxplayers set to 18
Unknown command "logstf_apikey"
Unknown command "sm_demostf_apikey"
Unknown command "sm_map_download_base"
-----
sv_pure set to 2.
-----
'banned.cfg' not present; not executing.
maxplayers set to 19 (extra slot was added for SourceTV)
Writing cfg/banned_user.cfg.
Writing cfg/banned_ip.cfg.
Unknown command "heartbeat"
Unknown command "logstf_apikey"
Unknown command "sm_demostf_apikey"
Unknown command "startupmenu"
Network: IP 0.0.0.0, mode MP, dedicated Yes, ports 27017 SV / 27005 CL
Initializing Steam libraries for secure Internet server
[S_API] SteamAPI_Init(): Loaded local 'steamclient.so' OK.
05/02 21:35:50 minidumps folder is set to /tmp/dumps
CAppInfoCacheReadFromDiskThread took 2 milliseconds to initialize
```

Setting breakpad minidump AppID = 440

SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561197960265728 [API loaded yes]

SteamInternal_SetMinidumpSteamID: Setting Steam ID: 76561197960265728

Looking up breakpad interfaces from steamclient

Calling BreakpadMiniDumpSystemInit

SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561197960265728 [API loaded yes]

SteamInternal_SetMinidumpSteamID: Setting Steam ID: 76561197960265728

[S_API FAIL] Tried to access Steam interface SteamUtils010 before SteamAPI_Init succeeded.

Setting breakpad minidump AppID = 232250

[S_API FAIL] Tried to access Steam interface SteamNetworkingUtils004 before SteamAPI_Init succeeded.

Requesting FakeIP as per -enablefakeip

Logging into Steam game server account

qhull precision error: Only 4 facets remain. Can not merge another pair. The convexity constraints may be too strong. Reduce the magnitude of 'Cn' or increase the magnitude of 'An'. For example, try 'C-0.001' instead of 'C-0.1' or 'A-0.999' instead of 'A-0.9'.

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qhull precision error: Only 4 facets remain. Can not merge another pair. The convexity constraints may be too strong. Reduce the magnitude of 'Cn' or increase the magnitude of 'An'. For example,


```
L 05/02/2025 - 21:35:53: [rglupdater.smx] [RGLUpdater] Update url is
https://raw.githubusercontent.com/RGLgg/server-resources-updater/updater/updatefile.txt.
L 05/02/2025 - 21:35:53: [rglqol.smx] [RGLQoL] Initializing RGLQoL version 1.4.5
L 05/02/2025 - 21:35:53: [config_checker.smx] [CC] version 1.0.0 has been loaded.
ConVarRef room_type doesn't point to an existing ConVar
Executing dedicated server config file server.cfg
Using map cycle file 'cfg/mapcycle_default.txt'. ('cfg/mapcycle.txt' was not found.)
VSCRIPT: Started VScript virtual machine using script language 'Squirrel'
VSCRIPT: Started VScript virtual machine using script language 'Squirrel'
Script not found (scripts/vscripts/mapspawn.nut)
Script not found (scripts/vscripts/mapspawn.nut)
Set motd from file 'cfg/motd_default.txt'. ('cfg/motd.txt' was not found.)
Set motd_text from file 'cfg/motd_text_default.txt'. ('cfg/motd_text.txt' was not found.)
SV_ActivateServer: setting tickrate to 66.7
L 05/02/2025 - 21:36:03: [SM] Exception reported: Cowardly refusing to load SOAP DM on an MGE
map.
L 05/02/2025 - 21:36:03: [SM] Blaming: soap_tf2dm.smx
L 05/02/2025 - 21:36:03: [SM] Call stack trace:
L 05/02/2025 - 21:36:03: [SM] [0] SetFailState
L 05/02/2025 - 21:36:03: [SM] [1] Line 301, soap_tf2dm.sp::OnMapStart
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 2 spawns on arena Height Advantage.
L 05/02/2025 - 21:36:03: [mge.smx] Height Advantage classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Height Advantage updated to Height Advantage [1v1
AMOD]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 5 spawns on arena 8) 2ez.
L 05/02/2025 - 21:36:03: [mge.smx] 8) 2ez classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena 8) 2ez updated to 8) 2ez [1v1 KOTH]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena 8).
L 05/02/2025 - 21:36:03: [mge.smx] 8) classes: <scout soldier pyro demoman heavy engineer
medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena 8) updated to 8) [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 10 spawns on arena Blands Mid.
L 05/02/2025 - 21:36:03: [mge.smx] Blands Mid classes: <soldier demoman scout sniper>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Blands Mid updated to Blands Mid [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Spire.
L 05/02/2025 - 21:36:03: [mge.smx] Spire classes: <soldier demoman scout sniper>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Spire updated to Spire [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Spire Again.
L 05/02/2025 - 21:36:03: [mge.smx] Spire Again classes: <soldier demoman scout sniper>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Spire Again updated to Spire Again [1v1 MGE]
```

L 05/02/2025 - 21:36:03: [mge.smx] Loaded 6 spawns on arena Viaduct Mid.
L 05/02/2025 - 21:36:03: [mge.smx] Viaduct Mid classes: <scout soldier pyro demoman heavy engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Viaduct Mid updated to Viaduct Mid [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 8 spawns on arena Gran Mid.
L 05/02/2025 - 21:36:03: [mge.smx] Gran Mid classes: <scout soldier pyro demoman heavy engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Gran Mid updated to Gran Mid [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 6 spawns on arena Gully Mid.
L 05/02/2025 - 21:36:03: [mge.smx] Gully Mid classes: <scout soldier pyro demoman heavy engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Gully Mid updated to Gully Mid [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 8 spawns on arena Snake Mid.
L 05/02/2025 - 21:36:03: [mge.smx] Snake Mid classes: <scout soldier pyro demoman heavy engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Snake Mid updated to Snake Mid [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Amphi.
L 05/02/2025 - 21:36:03: [mge.smx] Amphi classes: <soldier demoman scout sniper>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Amphi updated to Amphi [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 8 spawns on arena (8.
L 05/02/2025 - 21:36:03: [mge.smx] (8 classes: <scout soldier pyro demoman heavy engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena (8 updated to (8 [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena endif.
L 05/02/2025 - 21:36:03: [mge.smx] endif classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena endif updated to endif [1v1 ENDIF]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Counterjump.
L 05/02/2025 - 21:36:03: [mge.smx] Counterjump classes: <soldier>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Counterjump updated to Counterjump [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 6 spawns on arena Counterjump Gran.
L 05/02/2025 - 21:36:03: [mge.smx] Counterjump Gran classes: <soldier>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Counterjump Gran updated to Counterjump Gran [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Counterjump Ringout.
L 05/02/2025 - 21:36:03: [mge.smx] Counterjump Ringout classes: <soldier>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Counterjump Ringout updated to Counterjump Ringout [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 5 spawns on arena Lava Spire.
L 05/02/2025 - 21:36:03: [mge.smx] Lava Spire classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Lava Spire updated to Lava Spire [1v1 MGE]

L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Jump Castle.
L 05/02/2025 - 21:36:03: [mge.smx] Jump Castle classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Jump Castle updated to Jump Castle [1v1 ENDIF]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 2 spawns on arena Spiremod.
L 05/02/2025 - 21:36:03: [mge.smx] Spiremod classes: <soldier demoman scout>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Spiremod updated to Spiremod [1v1 AMOD]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 2 spawns on arena ammomod.
L 05/02/2025 - 21:36:03: [mge.smx] ammomod classes: <scout soldier pyro demoman engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena ammomod updated to ammomod [1v1 AMOD]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 2 spawns on arena OG Ammomod.
L 05/02/2025 - 21:36:03: [mge.smx] OG Ammomod classes: <scout soldier pyro demoman engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena OG Ammomod updated to OG Ammomod [1v1 AMOD]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Ammomod [MGE].
L 05/02/2025 - 21:36:03: [mge.smx] Ammomod [MGE] classes: <scout soldier pyro demoman engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Ammomod [MGE] updated to Ammomod [MGE] [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena OG Ammomod [MGE].
L 05/02/2025 - 21:36:03: [mge.smx] OG Ammomod [MGE] classes: <scout soldier pyro demoman engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena OG Ammomod [MGE] updated to OG Ammomod [MGE] [1v1 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 2 spawns on arena No Splash.
L 05/02/2025 - 21:36:03: [mge.smx] No Splash classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena No Splash updated to No Splash [1v1 AMOD]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 2 spawns on arena powowwV.
L 05/02/2025 - 21:36:03: [mge.smx] powowwV classes: <scout soldier pyro demoman engineer medic sniper spy>
L 05/02/2025 - 21:36:03: [mge.smx] Arena powowwV updated to powowwV [1v1 AMOD]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Amphi 2v2.
L 05/02/2025 - 21:36:03: [mge.smx] Amphi 2v2 classes: <soldier demoman scout sniper>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Amphi 2v2 updated to Amphi 2v2 [2v2 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Counterjump 2v2.
L 05/02/2025 - 21:36:03: [mge.smx] Counterjump 2v2 classes: <soldier>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Counterjump 2v2 updated to Counterjump 2v2 [2v2 MGE]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Counterjump Ringout 2v2.
L 05/02/2025 - 21:36:03: [mge.smx] Counterjump Ringout 2v2 classes: <soldier>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Counterjump Ringout 2v2 updated to Counterjump Ringout 2v2 [2v2 MGE]

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L 05/02/2025 - 21:36:03: [mge.smx] Loaded 4 spawns on arena Jump Castle 2v2.
L 05/02/2025 - 21:36:03: [mge.smx] Jump Castle 2v2 classes: <soldier demoman>
L 05/02/2025 - 21:36:03: [mge.smx] Arena Jump Castle 2v2 updated to Jump Castle 2v2 [2v2
ENDIF]
L 05/02/2025 - 21:36:03: [mge.smx] Loaded 29 arenas. MGEMod enabled.
L 05/02/2025 - 21:36:03: [mge.smx] AutoCvar: Setting mp_autoteambalance 0,
mp_teams_unbalance_limit 32, & mp_tournament 0
Cannot verify load for invalid steam ID [A:1:0:1]
container@pterodactyl~ Server marked as offline...
[Pterodactyl Daemon]: ----- Detected server process in a crashed state! -----
[Pterodactyl Daemon]: Exit code: 139
[Pterodactyl Daemon]: Out of memory: false
[Pterodactyl Daemon]: Aborting automatic restart, last crash occurred less than 60 seconds
ago.
```

Revision #1

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