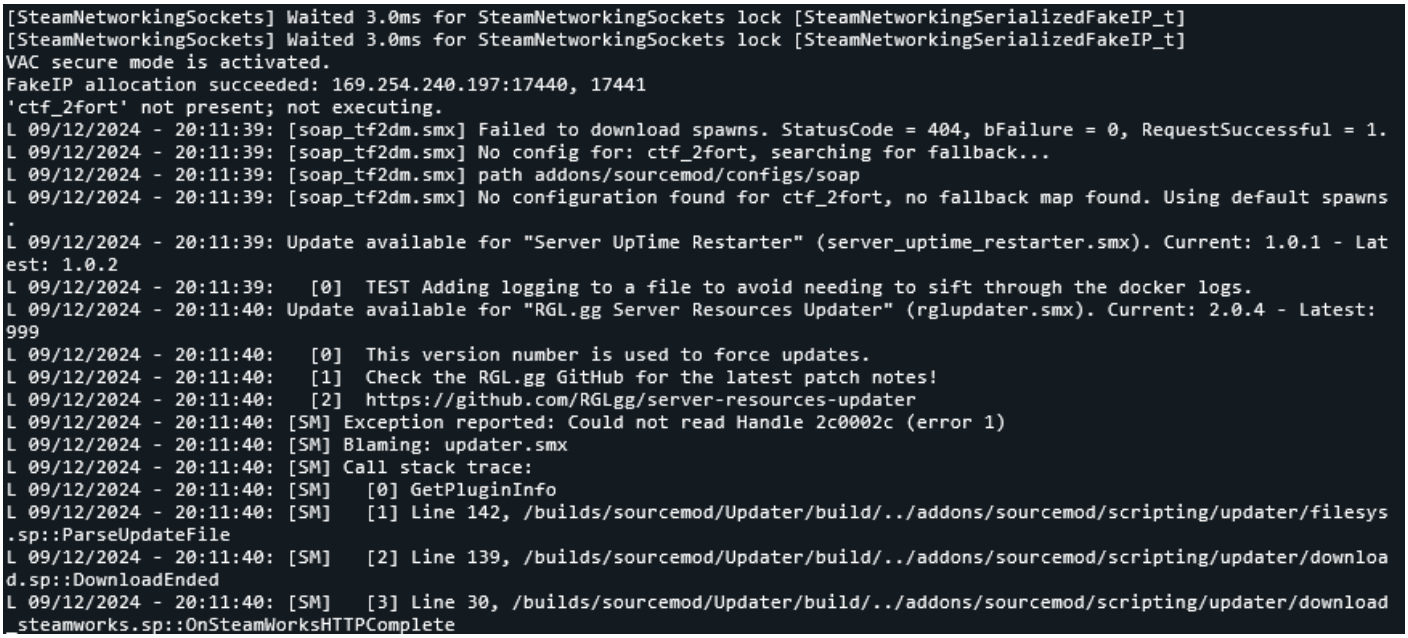
# Troubleshooting Updater

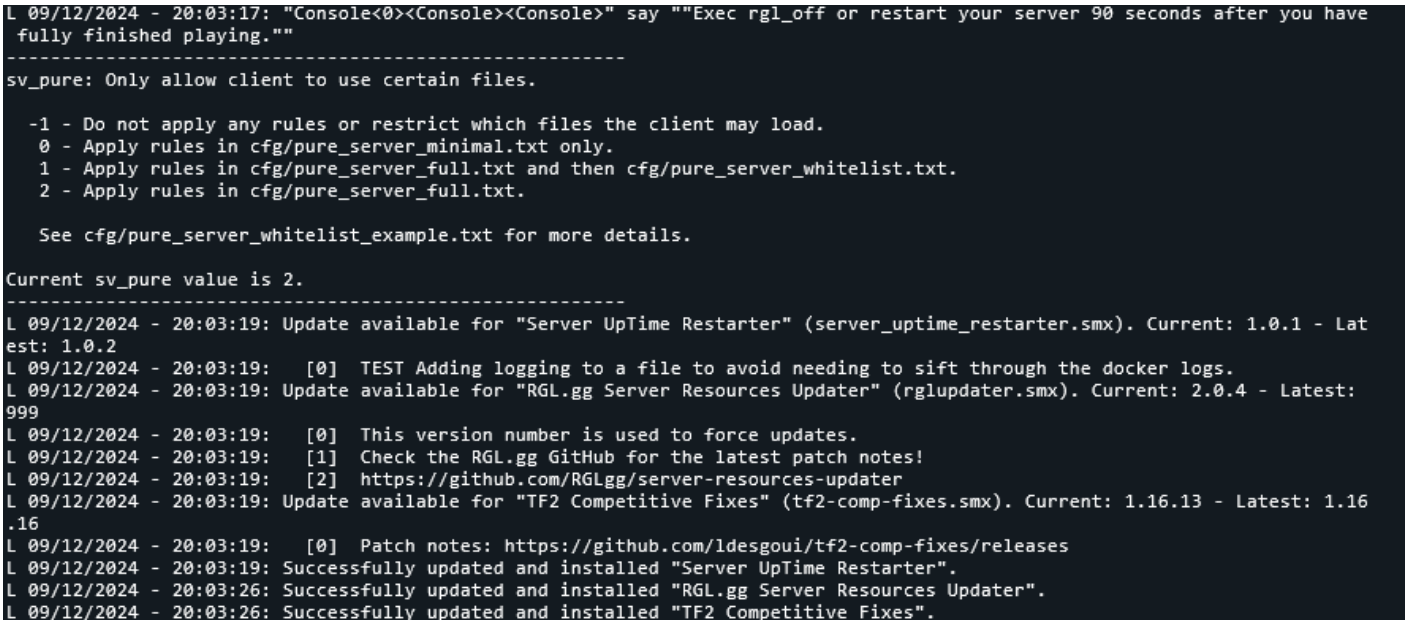
## RGL Updater

If you are troubleshooting a plugin not updating on a TF2 server running RGL's updater plugin, we have found that changing the map and then exec'ing one of the RGL configs will trigger the updater to actually pull the latest version of plugins that have not been updated. Here is an example of what we have seen before.



```
[SteamNetworkingSockets] Waited 3.0ms for SteamNetworkingSockets lock [SteamNetworkingSerializedFakeIP_t]
[SteamNetworkingSockets] Waited 3.0ms for SteamNetworkingSockets lock [SteamNetworkingSerializedFakeIP_t]
VAC secure mode is activated.
FakeIP allocation succeeded: 169.254.240.197:17440, 17441
'ctf_2fort' not present; not executing.
L 09/12/2024 - 20:11:39: [soap_tf2dm.smx] Failed to download spawns. StatusCode = 404, bFailure = 0, RequestSuccessful = 1.
L 09/12/2024 - 20:11:39: [soap_tf2dm.smx] No config for: ctf_2fort, searching for fallback...
L 09/12/2024 - 20:11:39: [soap_tf2dm.smx] path addons/sourcemod/configs/soap
L 09/12/2024 - 20:11:39: [soap_tf2dm.smx] No configuration found for ctf_2fort, no fallback map found. Using default spawns
.
L 09/12/2024 - 20:11:39: Update available for "Server UpTime Restarter" (server_uptime_restarter.smx). Current: 1.0.1 - Lat
est: 1.0.2
L 09/12/2024 - 20:11:39:   [0]  TEST Adding logging to a file to avoid needing to sift through the docker logs.
L 09/12/2024 - 20:11:40: Update available for "RGL.gg Server Resources Updater" (rglupdater.smx). Current: 2.0.4 - Latest:
999
L 09/12/2024 - 20:11:40:   [0]  This version number is used to force updates.
L 09/12/2024 - 20:11:40:   [1]  Check the RGL.gg GitHub for the latest patch notes!
L 09/12/2024 - 20:11:40:   [2]  https://github.com/RGLgg/server-resources-updater
L 09/12/2024 - 20:11:40: [SM] Exception reported: Could not read Handle 2c0002c (error 1)
L 09/12/2024 - 20:11:40: [SM] Blaming: updater.smx
L 09/12/2024 - 20:11:40: [SM] Call stack trace:
L 09/12/2024 - 20:11:40: [SM]   [0] GetPluginInfo
L 09/12/2024 - 20:11:40: [SM]   [1] Line 142, /builds/sourcemod/Updater/build/../addons/sourcemod/scripting/updater/filesys
.sp::ParseUpdateFile
L 09/12/2024 - 20:11:40: [SM]   [2] Line 139, /builds/sourcemod/Updater/build/../addons/sourcemod/scripting/updater/downloa
d.sp::DownloadEnded
L 09/12/2024 - 20:11:40: [SM]   [3] Line 30, /builds/sourcemod/Updater/build/../addons/sourcemod/scripting/updater/download
_steamworks.sp::OnSteamWorksHTTPComplete
```

Above is the console after restarting a server that contains some plugins that have a newer version available for download. We can see, however, the updater plugin is not pulling them.
RGL has made some changes to their own version of the updater that are being rolled out, and by changing the maps and exec'ing one of their config, it will trigger the updater to properly run and pull the latest plugins, which can be seen below.




Revision #1
Created 2024-09-13 01:06:26 UTC by Fuko
Updated 2024-09-13 01:14:14 UTC by Fuko