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STEAM GROUP

Archi's SC Farm Archi-ASF

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🔒 This topic has been locked

ツ   Oct 2, 2020 @ 4:28pm

ASF Crash (raspbian)

```
2020-10-03 01:20:08|ArchiSteamFarm-17328|FATAL|ASF|OnUnhandledException()
System.ArgumentNullException: Value cannot be null. (Parameter 'steamID || message')
    at ArchiSteamFarm.Commands.Response(UInt64 steamID, String message)
    at ArchiSteamFarm.Commands.HandleMessage(UInt64 steamID, String message)
    at
ArchiSteamFarm.Bot.OnIncomingMessage(CFriendMessages_IncomingMessage_Notification
notification)
    at ArchiSteamFarm.Bot.OnServiceMethod(ServiceMethodNotification notification)
    at System.Threading.Tasks.Task.<>c.<ThrowAsync>b__139_1(Object state)
    at System.Threading.QueueUserWorkItemCallbackDefaultContext.Execute()
    at System.Threading.ThreadPoolWorkQueue.Dispatch()
    at System.Threading._ThreadPoolWaitCallback.PerformWaitCallback()
2020-10-03 01:20:08|ArchiSteamFarm-17328|ERROR|ASF|Exit() Exiting with nonzero error
code!
```

Not sure why this keep happening, its 2nd time this happen in a couple of days.
Everything before this was all normal in the log.

✓ A moderator of this forum has marked a post as the answer to the topic above.
Click here to jump to that post.

> *Originally posted by **Archi**:*
> This issue is fixed in ASF V4.3.1.0, thanks for report, even though you didn't do
> everything to help us tackle it down as asked.

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Archi ★ Oct 2, 2020 @ 4:43pm

Start from posting a full log from the crash. A few last logs are recorded for you in logs
directory, so you can find the crash one even after a restart.

#1

ツ   Oct 13, 2020 @ 8:40am

Okay so this is 3rd time this happens now. I've included a few lines from the log before the
crash happened these 3 times.

```
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Retrieving a total of 2 app
access tokens...
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Retrieving 2 app access
tokens...
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Finished retrieving 2 app
access tokens.
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Finished retrieving a total
of 2 app access tokens.
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Retrieving all depots for a
total of 2 apps...
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Retrieving 2 app infos...
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Finished retrieving 2 app
infos.
2020-09-28 21:59:04|ArchiSteamFarm-21032|INFO|B|Refresh() Retrieving 2 depot keys...
2020-09-28 21:59:05|ArchiSteamFarm-21032|INFO|B|Refresh() Finished retrieving 2 depot
keys.
2020-09-28 21:59:05|ArchiSteamFarm-21032|INFO|B|Refresh() Finished retrieving all
depot keys for a total of 2 apps.
2020-09-28 22:18:36|ArchiSteamFarm-21032|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-09-28 22:18:36|ArchiSteamFarm-21032|INFO|A3|ParseTrade() Accepting trade: ..
2020-09-28 23:24:47|ArchiSteamFarm-21032|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-09-28 23:24:47|ArchiSteamFarm-21032|INFO|A3|ParseTrade() Accepting trade: ..
2020-09-28 23:35:56|ArchiSteamFarm-21032|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-09-28 23:35:56|ArchiSteamFarm-21032|INFO|A3|ParseTrade() Accepting trade: ..
2020-09-29 00:07:33|ArchiSteamFarm-21032|DEBUG|ASF|OnPICSChangesRestart() RESET
9596317 => 9597045
2020-09-29 00:34:41|ArchiSteamFarm-21032|FATAL|ASF|OnUnhandledException()
```

```
System.ArgumentNullException: Value cannot be null. (Parameter 'steamID || message')
   at ArchiSteamFarm.Commands.Response(UInt64 steamID, String message)
   at ArchiSteamFarm.Commands.HandleMessage(UInt64 chatGroupID, UInt64 chatID, UInt64
steamID, String message)
   at
ArchiSteamFarm.Bot.OnIncomingChatMessage(CChatRoom_IncomingChatMessage_Notification
notification)
   at ArchiSteamFarm.Bot.OnServiceMethod(ServiceMethodNotification notification)
   at System.Threading.Tasks.Task.<>c.<ThrowAsync>b__139_1(Object state)
   at System.Threading.QueueUserWorkItemCallbackDefaultContext.Execute()
   at System.Threading.ThreadPoolWorkQueue.Dispatch()
   at System.Threading._ThreadPoolWaitCallback.PerformWaitCallback()
2020-09-29 00:34:41|ArchiSteamFarm-21032|ERROR|ASF|Exit() Exiting with nonzero error
code!


2020-10-02 22:37:30|ArchiSteamFarm-17328|INFO|A1|MatchActivelyRound() Matched a total
of 0 sets this round.
2020-10-02 22:37:30|ArchiSteamFarm-17328|INFO|A1|MatchActively() Done matching Steam
items, round #0.
2020-10-02 22:39:18|ArchiSteamFarm-17328|INFO|a2|MatchActivelyRound() Matched a total
of 0 sets this round.
2020-10-02 22:39:18|ArchiSteamFarm-17328|INFO|2|MatchActively() Done matching Steam
items, round #0.
2020-10-02 23:14:30|ArchiSteamFarm-17328|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-10-02 23:14:30|ArchiSteamFarm-17328|INFO|A3|ParseTrade() Accepting trade: ..
2020-10-02 23:23:29|ArchiSteamFarm-17328|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-10-02 23:23:29|ArchiSteamFarm-17328|INFO|A3|ParseTrade() Accepting trade: ..
2020-10-02 23:57:49|ArchiSteamFarm-17328|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-10-02 23:57:49|ArchiSteamFarm-17328|INFO|A3|ParseTrade() Accepting trade: ..
2020-10-03 00:10:26|ArchiSteamFarm-17328|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-10-03 00:10:26|ArchiSteamFarm-17328|INFO|A3|ParseTrade() Accepting trade: ..
2020-10-03 00:45:09|ArchiSteamFarm-17328|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-10-03 00:45:09|ArchiSteamFarm-17328|INFO|A3|ParseTrade() Accepting trade: ..
2020-10-03 01:03:18|ArchiSteamFarm-17328|DEBUG|A3|ShouldAcceptTrade() The trade offer
.. is determined to be Accepted due to MatchEverything.
2020-10-03 01:03:18|ArchiSteamFarm-17328|INFO|A3|ParseTrade() Accepting trade: ..
2020-10-03 01:20:08|ArchiSteamFarm-17328|FATAL|ASF|OnUnhandledException()
System.ArgumentNullException: Value cannot be null. (Parameter 'steamID || message')
   at ArchiSteamFarm.Commands.Response(UInt64 steamID, String message)
   at ArchiSteamFarm.Commands.HandleMessage(UInt64 steamID, String message)
   at
ArchiSteamFarm.Bot.OnIncomingMessage(CFriendMessages_IncomingMessage_Notification
notification)
   at ArchiSteamFarm.Bot.OnServiceMethod(ServiceMethodNotification notification)
   at System.Threading.Tasks.Task.<>c.<ThrowAsync>b__139_1(Object state)
   at System.Threading.QueueUserWorkItemCallbackDefaultContext.Execute()
   at System.Threading.ThreadPoolWorkQueue.Dispatch()
   at System.Threading._ThreadPoolWaitCallback.PerformWaitCallback()
2020-10-03 01:20:08|ArchiSteamFarm-17328|ERROR|ASF|Exit() Exiting with nonzero error
code!


2020-10-13 01:12:32|ArchiSteamFarm-20574|INFO|B|Refresh() Finished retrieving a total
of 1 app access tokens.
2020-10-13 01:12:32|ArchiSteamFarm-20574|INFO|B|Refresh() Retrieving all depots for a
total of 1 apps...
2020-10-13 01:12:32|ArchiSteamFarm-20574|INFO|B|Refresh() Retrieving 1 app infos...
2020-10-13 01:12:32|ArchiSteamFarm-20574|INFO|B|Refresh() Finished retrieving 1 app
infos.
2020-10-13 01:12:32|ArchiSteamFarm-20574|INFO|B|Refresh() Finished retrieving all
depot keys for a total of 1 apps.
2020-10-13 01:19:20|ArchiSteamFarm-20574|FATAL|ASF|OnUnhandledException()
System.ArgumentNullException: Value cannot be null. (Parameter 'steamID || message')
   at ArchiSteamFarm.Commands.Response(UInt64 steamID, String message)
   at ArchiSteamFarm.Commands.HandleMessage(UInt64 chatGroupID, UInt64 chatID, UInt64
steamID, String message)
   at
ArchiSteamFarm.Bot.OnIncomingChatMessage(CChatRoom_IncomingChatMessage_Notification
notification)
   at ArchiSteamFarm.Bot.OnServiceMethod(ServiceMethodNotification notification)
   at System.Threading.Tasks.Task.<>c.<ThrowAsync>b__139_1(Object state)
   at System.Threading.QueueUserWorkItemCallbackDefaultContext.Execute()
   at System.Threading.ThreadPoolWorkQueue.Dispatch()
   at System.Threading._ThreadPoolWaitCallback.PerformWaitCallback()
2020-10-13 01:19:20|ArchiSteamFarm-20574|ERROR|ASF|Exit() Exiting with nonzero error
code!
```

#2

Ryzhehvost ★ Oct 13, 2020 @ 11:41am

do you understand what **full** log means? Pro hint: it's not the same as "a few lines from the log before the crash".

#3

Archi ★ Oct 14, 2020 @ 12:57am

If you're unable to post full log as asked, you can as well fix the error yourself and send a PR, because everything works fine for me and doesn't crash.

#4

✓ A moderator of this forum has indicated that this post answers the original topic.

Archi ★ Oct 14, 2020 @ 5:55am

This issue is fixed in ASF V4.3.1.0, thanks for report, even though you didn't do everything to help us tackle it down as asked.

Last edited by Archi; Jul 23, 2021 @ 10:54am

#5

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