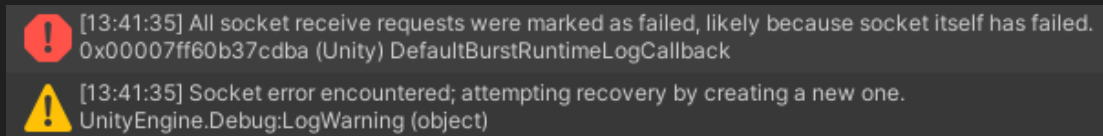


When a client disconnects, the server console shows this couple error/warning many times until the **DisconnectTimeoutMS** field time parameter of the **UnityTransport** component is reached.



Complete logs :

```
All socket receive requests were marked as failed, likely
because socket itself has failed.
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
0x00007ff60aa8950a (Unity)
BurstCompilerService_CUSTOM_RuntimeLog
0x00007ffd76dece01 (113d37c87bb7935d50b08470c328e16)
Unity.Jobs.IJobExtensions.JobStruct`1<Unity.Networking.Transp
ort.BaselibNetworkInterface.ReceiveJob>.Execute(ref
Unity.Networking.Transport.BaselibNetworkInterface.ReceiveJo
b data, System.IntPtr additionalPtr, System.IntPtr
bufferRangePatchData, ref
Unity.Jobs.LowLevel.Unsafe.JobRanges ranges, int jobIndex) ->
void_cf06f75f18ccb1f988b1d79a7721fa04 from
UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-
Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/.Runtime/unknown/unknown:0)
0x00007ffd76debfc6 (113d37c87bb7935d50b08470c328e16)
bf504eda069940d0a0a13ea8363bce1d
0x00007ff60b662912 (Unity) ExecuteJob
0x00007ff60b663cff (Unity) ForwardJobToManaged
0x00007ff60b65fbda (Unity) ujob_execute_job
0x00007ff60b65f1ad (Unity) lane_guts
0x00007ff60b661b94 (Unity) worker_thread_routine
0x00007ff60b88bbb6 (Unity) Thread::RunThreadWrapper
0x00007ffdc5efe8d7 (KERNEL32) BaseThreadInitThunk
0x00007ffdc73dbf6c (ntdll) RtlUserThreadStart
```

```
Socket error encountered; attempting recovery by creating a
new one.
UnityEngine.Debug.LogWarning (object)
Unity.Networking.Transport.BaselibNetworkInterface:RecreateS
ocket (long) (at
./Library/PackageCache/com.unity.transport@1.4.0/Runtime/
BaselibNetworkInterface.cs:539)
Unity.Networking.Transport.BaselibNetworkInterface:Schedule
Receive
(Unity.Networking.Transport.NetworkPacketReceiver,Unity.Jobs.
JobHandle) (at
./Library/PackageCache/com.unity.transport@1.4.0/Runtime/
BaselibNetworkInterface.cs:560)
Unity.Networking.Transport.NetworkDriver:ScheduleUpdate
(Unity.Jobs.JobHandle) (at
./Library/PackageCache/com.unity.transport@1.4.0/Runtime/
NetworkDriver.cs:887)
Unity.Netcode.Transports.UTP.UnityTransport:Update () (at
./Library/PackageCache/com.unity.netcode.gameobjects@1.8.
1/Runtime/Transports/UTP/UnityTransport.cs:922)
```

When multiple clients disconnect at the same time (tested with 7 clients), the following errors and warnings show many times on the console :

```
[13:41:37] Error sending message: Unable to queue packet in the transport. Likely caused by send queue size ('Max Send Queue Size') being too small.
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
```



```
[13:41:37] Socket error encountered; attempting recovery by creating a new one.
UnityEngine.Debug.LogWarning (object)
```



```
[13:41:39] CompleteSend failed with the following error code: -5
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
```

Complete logs :

Error sending message: Unable to queue packet in the transport. Likely caused by send queue size ('Max Send Queue Size') being too small.

0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
0x00007ff60aa8950a (Unity)
BurstCompilerService_CUSTOM_RuntimeLog
0x00007ffdaccd5cf4 (58edf167bec49fd4ff3doecc90bb02f)
Unity.Jobs.IJobExtensions.JobStruct`1<Unity.Netcode.Transports
.UTP.UnityTransport.SendBatchedMessagesJob>.Execute(ref
Unity.Netcode.Transports.UTP.UnityTransport.SendBatchedMes
sagesJob data, System.IntPtr additionalPtr, System.IntPtr
bufferRangePatchData, ref
Unity.Jobs.LowLevel.Unsafe.JobRanges ranges, int jobIndex) ->
void_cf06f75f18ccb1f988b1d79a7721fa04 from
UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-
Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/unknown/unknown.o)
0x00007ffdaccd1546 (58edf167bec49fd4ff3doecc90bb02f)
76b1071e4a758cb49b53b26b58023334
0x00007ff60b662912 (Unity) ExecuteJob
0x00007ff60b663cff (Unity) ForwardJobToManaged
0x00007ff60b664e54 (Unity) ScheduleManagedJob
0x00007ff60abcaa0d (Unity)
JobsUtility_CUSTOM_Schedule_Injected
0x00000017501004c65 (Mono JIT Code) (wrapper
managed-to-native)
Unity.Jobs.LowLevel.Unsafe.JobsUtility:Schedule_Injected
(Unity.Jobs.LowLevel.Unsafe.JobsUtility/JobScheduleParamete
rs&,Unity.Jobs.JobHandle&)
0x00000017501004b5b (Mono JIT Code)
Unity.Jobs.LowLevel.Unsafe.JobsUtility:Schedule
(Unity.Jobs.LowLevel.Unsafe.JobsUtility/JobScheduleParamete
rs&)
0x000000175003afe5b (Mono JIT Code)
Unity.Jobs.IJobExtensions:Run<Unity.Netcode.Transports.UTP.U
nityTransport/SendBatchedMessagesJob>
(Unity.Netcode.Transports.UTP.UnityTransport/SendBatchedMe
ssagesJob)
0x000000175003ce53b (Mono JIT Code)
Unity.Netcode.Transports.UTP.UnityTransport:SendBatchedMes

sages
(Unity.Netcode.Transports.UTP.UnityTransport/SendTarget,Unity.Netcode.Transports.UTP.BatchedSendQueue) (at ./Library/PackageCache/com.unity.netcode.gameobjects@1.8.1/Runtime/Transports/UTP/UnityTransport.cs:806)
0x0000017501000253 (Mono JIT Code)
Unity.Netcode.Transports.UTP.UnityTransport:Update () (at ./Library/PackageCache/com.unity.netcode.gameobjects@1.8.1/Runtime/Transports/UTP/UnityTransport.cs:917)
0x0000017500833fe8 (Mono JIT Code) (wrapper runtime-invoke) object:runtime_invoke_void__this__ (object,intptr,intptr,intptr)
0x00007ffd7ab24b7e (mono-2.0-bdwgc)
mono_jit_runtime_invoke (at C:/build/output/Unity-Technologies/mono/mono/mini/mini-runtime.c:3445)
0x00007ffd7aa5d204 (mono-2.0-bdwgc) do_runtime_invoke (at C:/build/output/Unity-Technologies/mono/mono/metadata/object.c:3068)
0x00007ffd7aa5d37c (mono-2.0-bdwgc) mono_runtime_invoke (at C:/build/output/Unity-Technologies/mono/mono/metadata/object.c:3115)
0x00007ff60ba3d564 (Unity) scripting_method_invoke
0x00007ff60ba1b8e4 (Unity) ScriptingInvocation::Invoke
0x00007ff60ba032c4 (Unity)
MonoBehaviour::CallMethodIfAvailable
0x00007ff60ba033ea (Unity)
MonoBehaviour::CallUpdateMethod
0x00007ff60b49e5eb (Unity)
BaseBehaviourManager::CommonUpdate<BehaviourManager>
0x00007ff60b4a5dfa (Unity) BehaviourManager::Update
0x00007ff60b6d64bd (Unity)
'InitPlayerLoopCallbacks':`2':UpdateScriptRunBehaviourUpdateRegistrar::Forward
0x00007ff60b6b5a9c (Unity) ExecutePlayerLoop
0x00007ff60b6b5c10 (Unity) ExecutePlayerLoop
0x00007ff60b6bc4a5 (Unity) PlayerLoop
0x00007ff60c67d4cf (Unity)
PlayerLoopController::InternalUpdateScene
0x00007ff60c68a2dd (Unity)
PlayerLoopController::UpdateSceneIfNeededFromMainLoop

0x00007ff60c6885e1 (Unity) Application::TickTimer
0x00007ff60cafc20a (Unity) MainMessageLoop
0x00007ff60cb01aa0 (Unity) WinMain
0x00007ff60dedef2e (Unity) __scrt_common_main_seh
0x00007ffdc5efe8d7 (KERNEL32) BaseThreadInitThunk
0x00007ffdc73dbf6c (ntdll) RtlUserThreadStart

Socket error encountered; attempting recovery by creating a new one.

UnityEngine.Debug.LogWarning (object)
Unity.Networking.Transport.BaselibNetworkInterface:RecreateSocket (long) (at
./Library/PackageCache/com.unity.transport@1.4.0/Runtime/BaselibNetworkInterface.cs:539)
Unity.Networking.Transport.BaselibNetworkInterface:ScheduleReceive
(Unity.Networking.Transport.NetworkPacketReceiver,Unity.Jobs.JobHandle) (at
./Library/PackageCache/com.unity.transport@1.4.0/Runtime/BaselibNetworkInterface.cs:560)
Unity.Networking.Transport.NetworkDriver:ScheduleUpdate (Unity.Jobs.JobHandle) (at
./Library/PackageCache/com.unity.transport@1.4.0/Runtime/NetworkDriver.cs:887)
Unity.Netcode.Transports.UTP.UnityTransport:Update () (at
./Library/PackageCache/com.unity.netcode.gameobjects@1.8.1/Runtime/Transports/UTP/UnityTransport.cs:922)

CompleteSend failed with the following error code: -5

0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
0x00007ff60aa8950a (Unity)
BurstCompilerService_CUSTOM_RuntimeLog
0x00007ffdaccda3a7 (58edf167bec49fd4ff3d0ecc90bb02f)
Unity.Networking.Transport.NetworkPipelineProcessor.Concurrent.ProcessPipelineSend (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst

@1.8.11/.Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/NetworkPipeline.cs:704)
0x00007ffdacdb056 (58edf167bec49fd4ff3doecc90bb02f)
Unity.Networking.Transport.NetworkPipelineProcessor.Concurrent.Send (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/.Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/NetworkPipeline.cs:547)
0x00007ffdaccd893c (58edf167bec49fd4ff3doecc90bb02f)
Unity.Networking.Transport.NetworkDriver.Concurrent.EndSend (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/.Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/NetworkDriver.cs:325)
0x00007ffdaccd5ae2 (58edf167bec49fd4ff3doecc90bb02f)
Unity.Jobs.IJobExtensions.JobStruct`1<Unity.Netcode.Transports
.UTP.UnityTransport.SendBatchedMessagesJob>.Execute(ref
Unity.Netcode.Transports.UTP.UnityTransport.SendBatchedMes
sagesJob data, System.IntPtr additionalPtr, System.IntPtr
bufferRangePatchData, ref
Unity.Jobs.LowLevel.Unsafe.JobRanges ranges, int jobIndex) ->
void_cf06f75f18ccb1f988b1d79a7721fa04 from
UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/.Runtime/unknown/unknown:0)
0x00007ffdaccd1546 (58edf167bec49fd4ff3doecc90bb02f)
76b1071e4a758cb49b53b26b58023334
0x00007ff60b662912 (Unity) ExecuteJob
0x00007ff60b663cff (Unity) ForwardJobToManaged
0x00007ff60b664e54 (Unity) ScheduleManagedJob
0x00007ff60abcaa0d (Unity)
JobsUtility_CUSTOM_Schedule_Injected
0x00000017501004c65 (Mono JIT Code) (wrapper
managed-to-native)
Unity.Jobs.LowLevel.Unsafe.JobsUtility.Schedule_Injected
(Unity.Jobs.LowLevel.Unsafe.JobsUtility/JobScheduleParamete
rs&,Unity.Jobs.JobHandle&)
0x00000017501004b5b (Mono JIT Code)

Unity.Jobs.LowLevel.Unsafe.JobsUtility:Schedule
(Unity.Jobs.LowLevel.Unsafe.JobsUtility/JobScheduleParameters&)
0x00000175003afe5b (Mono JIT Code)
Unity.Jobs.IJobExtensions:Run<Unity.Netcode.Transports.UTP.UnityTransport/SendBatchedMessagesJob>
(Unity.Netcode.Transports.UTP.UnityTransport/SendBatchedMessagesJob)
0x00000175003ce53b (Mono JIT Code)
Unity.Netcode.Transports.UTP.UnityTransport:SendBatchedMessages
(Unity.Netcode.Transports.UTP.UnityTransport/SendTarget,Unity.Netcode.Transports.UTP.BatchedSendQueue) (at
./Library/PackageCache/com.unity.netcode.gameobjects@1.8.1/Runtime/Transports/UTP/UnityTransport.cs:806)
0x0000017501000253 (Mono JIT Code)
Unity.Netcode.Transports.UTP.UnityTransport:Update () (at
./Library/PackageCache/com.unity.netcode.gameobjects@1.8.1/Runtime/Transports/UTP/UnityTransport.cs:917)
0x0000017500833fe8 (Mono JIT Code) (wrapper
runtime-invoke) object:runtime_invoke_void__this__
(object,intptr,intptr,intptr)
0x00007ffd7ab24b7e (mono-2.0-bdwgc)
mono_jit_runtime_invoke (at
C:/build/output/Unity-Technologies/mono/mono/mini/mini-runtime.c:3445)
0x00007ffd7aa5d204 (mono-2.0-bdwgc) do_runtime_invoke (at
C:/build/output/Unity-Technologies/mono/mono/metadata/object.c:3068)
0x00007ffd7aa5d37c (mono-2.0-bdwgc) mono_runtime_invoke
(at
C:/build/output/Unity-Technologies/mono/mono/metadata/object.c:3115)
0x00007ff60ba3d564 (Unity) scripting_method_invoke
0x00007ff60ba1b8e4 (Unity) ScriptingInvocation::Invoke
0x00007ff60ba032c4 (Unity)
MonoBehaviour::CallMethodIfAvailable
0x00007ff60ba033ea (Unity)
MonoBehaviour::CallUpdateMethod
0x00007ff60b49e5eb (Unity)
BaseBehaviourManager::CommonUpdate<BehaviourManager>
0x00007ff60b4a5dfa (Unity) BehaviourManager::Update

```
0x00007ff60b6d64bd (Unity)
`InitPlayerLoopCallbacks':2::UpdateScriptRunBehaviourUpdat
eRegistrar::Forward
0x00007ff60b6b5a9c (Unity) ExecutePlayerLoop
0x00007ff60b6b5c10 (Unity) ExecutePlayerLoop
0x00007ff60b6bc4a5 (Unity) PlayerLoop
0x00007ff60c67d4cf (Unity)
PlayerLoopController::InternalUpdateScene
0x00007ff60c68a2dd (Unity)
PlayerLoopController::UpdateSceneIfNeededFromMainLoop
0x00007ff60c6885e1 (Unity) Application::TickTimer
0x00007ff60cafc20a (Unity) MainMessageLoop
0x00007ff60cb01aa0 (Unity) WinMain
0x00007ff60dedef2e (Unity) __scrt_common_main_seh
0x00007ffdc5efe8d7 (KERNEL32) BaseThreadInitThunk
0x00007ffdc73dbf6c (ntdll) RtlUserThreadStart
```

Once these errors has shown, the server can no longer communicate with remaining clients, not establishing new connections with incoming clients.

```
[13:42:02] Failed to send Ping message
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback

[13:42:57] Failed to send a ConnectionAccept packet
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
```

Complete logs :

```
Failed to send Ping message
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
0x00007ff60aa8950a (Unity)
BurstCompilerService_CUSTOM_RuntimeLog
0x00007ffd76deb252 (113d37c87bb7935d50b08470c328e16)
Unity.Networking.Transport.UnityTransportProtocol.ProcessSen
dPing(ref Unity.Networking.Transport.NetworkDriver.Connection
connection, ref
Unity.Networking.Transport.NetworkSendInterface
```


sendInterface, ref
Unity.Networking.Transport.NetworkSendQueueHandle
queueHandle, System.IntPtr userData) ->
void_cf06f75f18ccb1f988b1d79a7721fa04 from
Unity.Networking.Transport, Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-
Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/UnityTransportProtocol.cs:354)
0x00007ffd76deb17f (113d37c87bb7935d50b08470c328e16)
f80492d8d058e4c37006d65d7477333b
0x00007ffd76dde0b0 (113d37c87bb7935d50b08470c328e16)
Unity.Networking.Transport.NetworkDriver.CheckTimeouts (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-
Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/NetworkDriver.cs:1505)
0x00007ffd76ddec51 (113d37c87bb7935d50b08470c328e16)
Unity.Networking.Transport.NetworkDriver.InternalUpdate (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-
Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/NetworkDriver.cs:926)
0x00007ffd76ddbdf6 (113d37c87bb7935d50b08470c328e16)
f00744ec48cd0864aed85ed9873e2356
0x00007ff60b662912 (Unity) ExecuteJob
0x00007ff60b663cff (Unity) ForwardJobToManaged
0x00007ff60b65fbda (Unity) ujob_execute_job
0x00007ff60b65f1ad (Unity) lane_guts
0x00007ff60b661b94 (Unity) worker_thread_routine
0x00007ff60b88bbb6 (Unity) Thread::RunThreadWrapper
0x00007ffdc5efe8d7 (KERNEL32) BaseThreadInitThunk
0x00007ffdc73dbf6c (ntdll) RtlUserThreadStart

Failed to send a ConnectionAccept packet
0x00007ff60b37cdba (Unity) DefaultBurstRuntimeLogCallback
0x00007ff60aa8950a (Unity)
BurstCompilerService_CUSTOM_RuntimeLog

0x00007ffd76df3ffc (113d37c87bb7935d50b08470c328e16)
Unity.Networking.Transport.UnityTransportProtocol.ProcessSendConnectionAccept(ref
Unity.Networking.Transport.NetworkDriver.Connection
connection, ref
Unity.Networking.Transport.NetworkSendInterface
sendInterface, ref
Unity.Networking.Transport.NetworkSendQueueHandle
queueHandle, System.IntPtr userData) ->
void_cf06f75f18ccb1f988b1d79a7721fa04 from
Unity.Networking.Transport, Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/UnityTransportProtocol.cs:215)
0x00007ffd76df3f7f (113d37c87bb7935d50b08470c328e16)
c8d81af4a53bbefbf665egc19db8deeb
0x00007ffd76dd381f (113d37c87bb7935d50b08470c328e16)
Unity.Networking.Transport.NetworkDriver.AppendPacket (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/NetworkDriver.cs:1621)
0x00007ffd76ded6a8 (113d37c87bb7935d50b08470c328e16)
Unity.Networking.Transport.NetworkPacketReceiver.AppendPacket (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/Runtime/Library/PackageCache/com.unity.transport
@1.4.0/Runtime/INetworkInterface.cs:60)
0x00007ffd76decda2 (113d37c87bb7935d50b08470c328e16)
Unity.Jobs.IJobExtensions.JobStruct`1<Unity.Networking.Transport.BaselibNetworkInterface.ReceiveJob>.Execute(ref
Unity.Networking.Transport.BaselibNetworkInterface.ReceiveJob data, System.IntPtr additionalPtr, System.IntPtr
bufferRangePatchData, ref
Unity.Jobs.LowLevel.Unsafe.JobRanges ranges, int jobIndex) ->
void_cf06f75f18ccb1f988b1d79a7721fa04 from
UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null (at
C:/Users/Kevin/Fork/UnityTransport-Issue-Server-Crash-On-

Client-Disconnection/Library/PackageCache/com.unity.burst
@1.8.11/.Runtime/unknown/unknown:0)
0x00007ffd76debfc6 (113d37c87bb7935d50b08470c328e16)
bf504eda069940d0a0a13ea8363bce1d
0x00007ff60b662912 (Unity) ExecuteJob
0x00007ff60b663cff (Unity) ForwardJobToManaged
0x00007ff60b65fbda (Unity) ujob_execute_job
0x00007ff60b65f1ad (Unity) lane_guts
0x00007ff60b661b94 (Unity) worker_thread_routine
0x00007ff60b88bbb6 (Unity) Thread::RunThreadWrapper
0x00007ffdc5efe8d7 (KERNEL32) BaseThreadInitThunk
0x00007ffdc73dbf6c (ntdll) RtlUserThreadStart