

Ryzom - Bug # 1346

Status:	New	Priority:	Low
Author:	molator	Category:	Services: General
Created:	08/19/2011	Assignee:	
Updated:	08/19/2011	Due date:	
Subject:	Invalid cookie transmitted		
Description			
<p>So far only 2 peoples are concerned by that issue. It appeared on a chinese Windows XP and an Ubuntu 10.10, x86_64.</p> <p>What we get in client.log:</p> <pre>2011/08/18 19:57:52 INF e68 ryzom_client_r.exe network_connection.cpp 1002 CNetworkConnection::sendSystemLogin : CNET[01F4BA18]: sent LOGIN cookie=<InvalidCookie></pre> <p>What we get in frontend_service.log:</p> <pre>2011/08/18 22:01:46 INF 8ec 192.168.128.1/FS-135 fe_receive_sub.cpp 281 CFeReceiveSub::readIncomingData : FEHACK: * User 3735928559 :8148 (127.0.0.1) --> 17 msg, reasons: Bad cookie;</pre> <p>A workaround, adding the following line in frontend_service.cfg:</p> <pre>AcceptInvalidCookie = 1;</pre> <p>The topics related to that issue:</p> <ul style="list-style-type: none">- http://dev.ryzom.com/boards/17/topics/2584- http://dev.ryzom.com/boards/17/topics/5118 <p>Is that related to the character encoding ? I will test on a chinese OS to see if there's a correlation.</p>			

History

#1 - 08/19/2011 02:43 pm - sfb

It could be related to character encoding since the cookie is essentially a string of latin characters passed via command line.

Just FYI using AcceptInvalidCookie is a pretty poor workaround - this basically renders the SU useless since you could craft any cookie string you want on the launch CLI and the EGS will accept it. In terms of nelns/Snowballs the cookie the LS negotiates via CLoginServer in the FS is irrelevant since you can skip the LS and connect to the FS directly with a random string. It is literally ignoring the cookie which is only relevant for that initial connection handshake.

#2 - 08/19/2011 04:49 pm - molator

Ok i've tested on a chinese windows xp pro.

It worked on the first try.

I didn't have to edit the settings.

