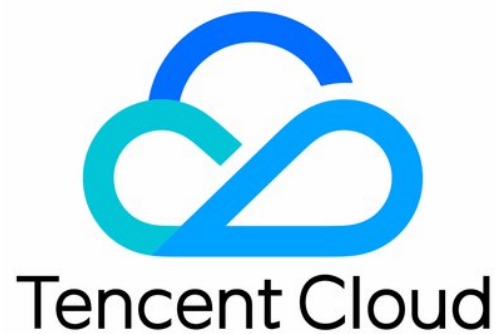


Game Server Elastic-scaling

FAQs

Product Documentation



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Unity Integrating gRPC

Last updated : 2021-07-22 17:27:55

The error `error: grpc_csharp_ext` pops up when I run the macOS server program package. How to fix it?

```

Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.dylib
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.so
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.bundle
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/grpc_csharp_ext
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext
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Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.bundle
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.so
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.dylib
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.bundle
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Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.dylib
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.so
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext.bundle
Fallback handler could not load library /Users/kong/unity/GseUnityDemo/ChatServer.app/Contents/Frameworks/MonoEmbedRuntime/osx/libgrpc_csharp_ext
error: grpc_csharp_ext
0  UnityPlayer.dylib                0x000000010ed04e55  UnityPlayer.dylib + 4976213
1  UnityPlayer.dylib                0x000000010f3b64cb  _ZdaPvRKSt9nothrow_t + 6489563
2  UnityPlayer.dylib                0x000000010f13a816  _ZdaPvRKSt9nothrow_t + 3885350
3  (Mono JIT Code) (wrapper managed-to-native) UnityEngine.DebugLogHandler:Internal_Log (UnityEngine.LogType,string,UnityEngine.Object)
4  (Mono JIT Code) ChatServer:OnGUI ()
5  (Mono JIT Code) (wrapper runtime-invoke) object:runtime_invoke_void__this__ (object,intptr,intptr)
6  libmonobdwc-2.0.dylib            0x0000000113f9f32c  mono_jit_runtime_invoke + 2519
7  libmonobdwc-2.0.dylib            0x0000000114160969  do_runtime_invoke + 80
8  libmonobdwc-2.0.dylib            0x00000001141608c7  mono_runtime_invoke + 31
9  UnityPlayer.dylib                0x000000010f0c50b0  _ZdaPvRKSt9nothrow_t + 3404224
10 UnityPlayer.dylib                0x000000010eace222  UnityPlayer.dylib + 2654754
11 UnityPlayer.dylib                0x000000010f0af939  _ZdaPvRKSt9nothrow_t + 3316297
12 UnityPlayer.dylib                0x000000010eac71f7  UnityPlayer.dylib + 2626039
13 UnityPlayer.dylib                0x000000010eac787d  UnityPlayer.dylib + 2627709
14 UnityPlayer.dylib                0x000000010efca72e  _ZdaPvRKSt9nothrow_t + 2377790
15 UnityPlayer.dylib                0x000000010efca772  _ZdaPvRKSt9nothrow_t + 2377858

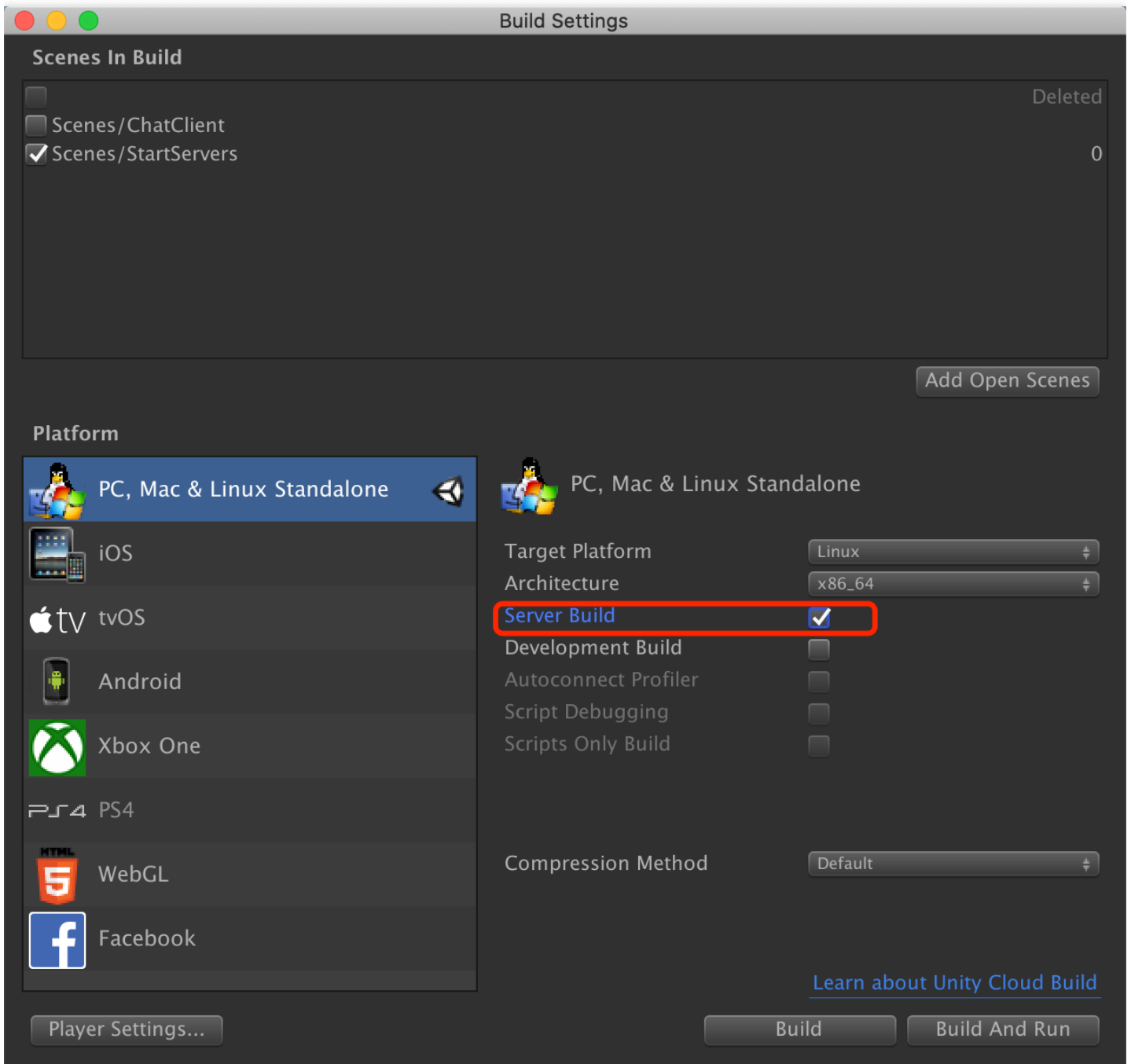
```

Solution: Open the path `Assert/Plugins/Grpc.Core/runtimes/osx/x64` , rename the file `grpc_csharp_ext.bundle` to `grpc_csharp_ext` , and then copy the file to `YourUnityApp.app/Contents/Frameworks/MonoEmbedRuntime/osx` . Please create such directories if any parts of the path do not exist.

The error `Unable to preload the following plugins: ScreenSelector.so` pops up when I run the packaged Linux server program. How to fix it?

```
bash-4.2# ./ChatServer_linux.x86_64
Set current directory to /work
Found path: /work/ChatServer_linux.x86_64
Mono path[0] = '/work/ChatServer_linux_Data/Managed'
Mono config path = '/work/ChatServer_linux_Data/MonoBleedingEdge/etc'
Preloaded 'libgrpc_csharp_ext.so'
Unable to preload the following plugins:
    ScreenSelector.so
PlayerPrefs - Creating folder: /root/.config/unity3d/DefaultCompany
PlayerPrefs - Creating folder: /root/.config/unity3d/DefaultCompany/NetworkDemo
Logging to /root/.config/unity3d/DefaultCompany/NetworkDemo/Player.log
```

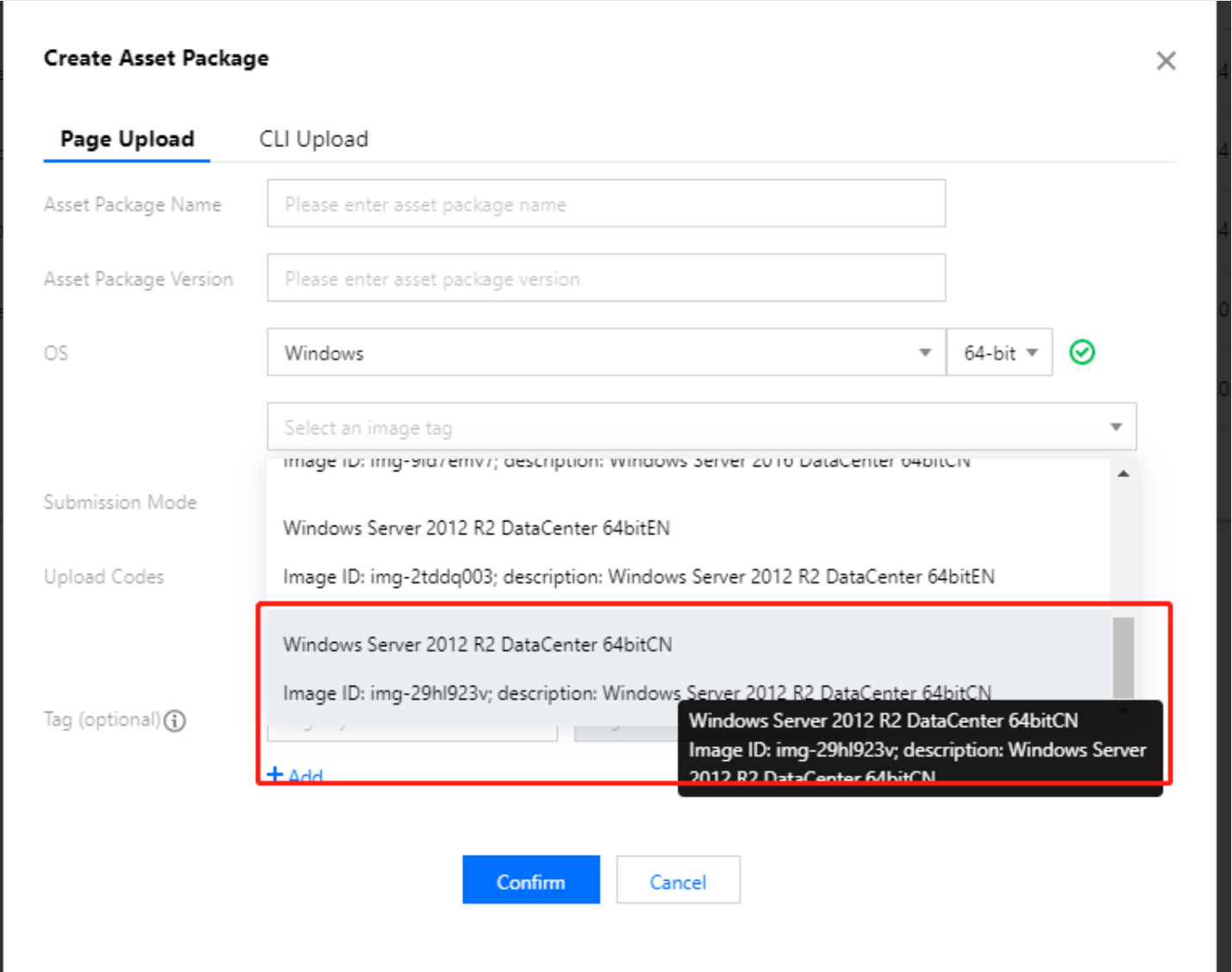
Solution: In the Unity Editor, click **File** -> **Build Settings**, tick the **Server Build** option, and package it again.



When I run the packaged Windows server program using the image creation server of the Windows Server 2012 R2 Datacenter 64-bit English system provided by GSE, the error below pops up. How to fix it?

```
2020-11-13 17:55:56 ----> System.DllNotFoundException: grpc_csharp_ext
  at (wrapper managed-to-native) Grpc.Core.Internal.NativeMethods+D11ImportsFromSharedLib.grpcsharp_redirect_log(Grpc.Core.Internal.GprLogDelegate)
  at Grpc.Core.Internal.NativeLogRedirector.Redirect (Grpc.Core.Internal.NativeMethods native) [0x00028] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.Internal.NativeExtension..ctor () [0x00011] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.Internal.NativeExtension.Get () [0x00022] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.Internal.NativeMethods.Get () [0x00000] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.GrpcEnvironment.GrpcNativeInit () [0x00016] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.GrpcEnvironment..ctor () [0x0001e] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.GrpcEnvironment.AddRef () [0x00028] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.Server..ctor (System.Collections.Generic.IEnumerable`1[T] options) [0x0006d] in <772d3b2f8a124603833d8c43039586ae>:0
  at Grpc.Core.Server..ctor () [0x00000] in <772d3b2f8a124603833d8c43039586ae>:0
  at CSharpDemo.Models.GseManager.StartGrpcServer (System.Int32 clientPort, System.Int32 grpcPort) [0x0001b] in <5570a0b5b5384ce9ab2b1a4c67b5ebd9>:0
  at Main.Start () [0x0010e] in <5570a0b5b5384ce9ab2b1a4c67b5ebd9>:0
```

Solution: In asset package creation, select the system of the Chinese version when you configure the **Upload Codes** item.



Create Asset Package

Page Upload | CLI Upload

Asset Package Name:

Asset Package Version:

OS: Windows | 64-bit

Submission Mode: Select an image tag

Upload Codes: Image ID: img-2tdq003; description: Windows Server 2012 R2 DataCenter 64bitEN

Tag (optional) ⓘ

Windows Server 2012 R2 DataCenter 64bitCN

Image ID: img-29hl923v; description: Windows Server 2012 R2 DataCenter 64bitCN

Windows Server 2012 R2 DataCenter 64bitCN

Image ID: img-29hl923v; description: Windows Server 2012 R2 DataCenter 64bitCN

[+ Add](#)

Confirm **Cancel**

After the file `grpc_unity_package.VERSION.zip` is downloaded and decompressed to Unity, an error as described in the [issue 22251](#) pops up in the Unity Editor. How to fix it?

Solution: Download and decompress the [grpc_unity_package.2.26.0-dev.zip](#) v2.26.

FAQs

Last updated : 2020-07-22 16:28:03

What are the purposes of the game server hosting service?

It is a dedicated game server hosting service that supports stateful game server deployment, auto scaling, and nearby resource scheduling.

What is a game server queue? What does it do?

A game server queue is actually a queue of server fleets with configured priorities. It can include server fleets around the world to implement nearby scheduling and disaster recovery.

In which regions is GSE available?

Currently, it is available in the Shanghai, Beijing, Guangzhou, Singapore, Mumbai, Silicon Valley, Virginia, Frankfurt, Moscow, Hong Kong (China), Bangkok, Seoul, Tokyo, and Toronto regions. If you need to use it in other regions, please [submit a ticket](#) for application.

Does GSE support custom frameworks?

Yes.

When will GSE officially launch as a paid service?

To learn about when GSE is ready for launch as a paid service, see [Billing Overview](#).