
Subject: Re: :S Hostage Script help..

Posted by [danpaul88](#) on Sat, 13 Sep 2008 19:09:23 GMT

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I would assume it crashes because you set the controller ID to the ID of the hostage, instead of the controller.

```
sprintf(params,"1,1,100,10,2,1000,%d,2020",Commands->Get_ID(hosty1));
```

Should be using Get_ID on the hovercraft controller object, which requires you to change the code that creates the hovercraft controller object so that you have the GameObject* for that object stored in a variable.

But, since I didn't make, and have never used, these scripts, I couldn't say for sure, I am just guessing based on the comment about using the ID of the controller.
