Posted by Xpert on Fri, 01 May 2009 20:26:42 GMT
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There's a lot of events that makes it crash.

The client crashes after he joins the game when the chicken is already created.

It crashes when you're the chicken and you kill someone with any weapon except for the weapons it already comes with.

It crashes if you use a weapon that you pick up with the chicken.

It's just weird. I'm not gonna bother figuring out why because it already seems like a headache. I was hoping to make a Chicken Crate but I guess nevermind lol.


```
 else if ((RandomIntCrate <= (percent+=Settings->CrateChicken)) && (Settings->CrateChicken >
0)) {
  if (Get_Vehicle(sender) || Settings->GameMode == 3 || Settings->GameMode == 4) {
   goto CrateStart;
  }
  Console_Input(StrFormat("msg Crate: Did you hear that clucking? Someone on %ls got the
Chicken Crate! Watch out
%ls!",Get_Wide_Team_Name(Team),Get_Wide_Team_Name(PTTEAM(Team))).c_str());
  StrFormat2(message2,"%ls picked up the Chicken Crate.",Get_Wide_Player_Name(sender));
  StrFormat2(message1,"ppage %d [Crate] You picked up the Chicken
Crate!",Get_Player_ID(sender));
  Change_Character(sender, "CnC_Chicken");

  Commands->Create_2D_WAV_Sound("amb_rooster.wav");
  Grant_Refill(sender);

  if (Settings->Gamelog) {
   Vector3 pos = Commands->Get_Position(sender);
   StrFormat2(message3,"CRATE;CHICKEN;;%d;%s;%f;%f;%f;%f;%f;%f;%d",Commands->Get_I
D(sender), Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z,
Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
  }
 }
```