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Subject: Re: Client Crash

Posted by [jonwil](#) on Thu, 21 Nov 2013 00:00:39 GMT

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Try this code instead for NTCPowerupSpawner.

```
class NTCPowerupSpawner : public GameObjObserverClass
{
    friend class NTCPowerupControl;
    friend class NTC_Powerup;

public:
    NTCPowerupSpawner(int SpawnerID, bool Enabled, const char *Preset, Vector3 &Position, int
MaxSpawnCount, float SpawnDelay);
    virtual void Timer_Expired(GameObject *obj, int number);
    int Get_Spawner_ID();
    void Toggle_Spawner(bool Enable);
    void Spawn_Powerup(bool Decrease);
    void Entered( GameObject* pObj, GameObject* pEnterer ) {}
    void Exited( GameObject* pObj, GameObject* pExiter ) {}
    void Attach ( GameObject* pObj ) {};
    void Detach ( GameObject* pObj ) {};
    void Animation_Complete ( GameObject *pObj, const char *animation_name ) {};
    void Created(GameObject* pObj) {};
    void Destroyed(GameObject* pObj) {};
    void Killed(GameObject* pObj,GameObject* pKiller) {};
    void Damaged(GameObject* pObj,GameObject* pDamager,float amount) {};
    void Custom(GameObject* pObj,int type,int param,GameObject* pSender) {};
    void Sound_Heard(GameObject* pObj,const CombatSound & sound) {};
    void Enemy_Seen(GameObject* pObj,GameObject* pEnemy) {};
    void Action_Complete(GameObject* pObj,int action_id,ActionCompleteReason
complete_reason) {};
    void Poked(GameObject* pObj,GameObject* pPoker) {};
    const char* Get_Name() { return "NTCPowerupSpawner"; }
protected:
    void OnThink();
    void Remove_Powerup();
    bool Can_Spawn();
    void Force_Spawn_Powerup(bool Decrease);
    GameObject *Create_Timer_Object();
    void Start_Timer(float Delay = 0);
    GameObject *Get_Object(int &ID);
    void Remote_Spawn_Powerup(bool Decrease);
private:
    int _SpawnerID;
    bool _Enabled;
    StringClass _Preset;
    Vector3 _Position;
```

```
int _SpawnsRemaining;  
int _Item;  
bool _SpawnPending;  
float _SpawnDelay;  
int _TimerObject;  
};
```

Since NTCPowerupSpawner isn't a script (it doesn't have a ScriptFactory and it isn't created via Create\_Script), it should not derive from ScriptImpClass but instead from GameObjObserverClass.

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