Subject: The CnC_Chicken
Posted by Xpert on Fri, 01 May 2009 20:12:35 GMT

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Any idea why this preset crashes =\?

I'm messing around with some character presets, and the chicken always crashes the game. It even crashes if it picks up any weapon and kills someone with it.

File Attachments
1) ScreenShot169.png, downloaded 382 times

Subject: Re: The CnC_Chicken
Posted by reborn on Fri, 01 May 2009 20:18:00 GMT

I forget why it does that, someone did explain it once. I think it happens when someone joins the game afer the chicken is created.
Try creating a preset, then changing there model to the chicken, might help...

Subject: Re: The CnC_Chicken
Posted by Xpert on Fri, 01 May 2009 20:26:42 GMT

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));
 }
}
```

Subject: Re: The CnC_Chicken
Posted by reborn on Fri, 01 May 2009 20:30:51 GMT
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Change the character to a different preset, then set the model to the chicken, see if that helps.