
Subject: Update_PT_Data

Posted by [Omar007](#) on Thu, 12 Aug 2010 10:45:58 GMT

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I'm using the following function to set the data for the PT's

```
void LoadPTData(int loadTeam)
{
    INIClass *PTini = Get_INI("./PT_Data.ini");
    const int team = PTTEAM(loadTeam);
    char section[16];
    char presetIDEntry[16];
    unsigned int type = CHARACTERS;

    unsigned int cost = 0;
    unsigned int presetID = 0;
    unsigned int stringID = 0;
    char texture[32];

    if(!PTini)
    {
        Console_Output("PT data file could not be found. PT's unchanged!\n");
        return;
    }

    Console_Output("Team: %d\nPTTeam: %d\nType: %d\n", loadTeam, team, type);

    sprintf(presetIDEntry, "Team%d_PresetID", loadTeam);

    for(int i = 0; i < 10; i++)
    {
        sprintf(section, "Char%d", i);

        cost = PTini->Get_Int(section, "Cost", 0);
        presetID = PTini->Get_Int(section, presetIDEntry, 0);
        stringID = PTini->Get_Int(section, "StringID", 0);
        PTini->Get_String(section, "Texture", "", texture, 32);

        Console_Output("Section: %s\nCost: %d\nPresetID: %d\nStringID: %d\nTexture: %s\n", section,
        cost, presetID, stringID, texture);

        Set_Preset(team, type, i, cost, presetID, stringID, texture);

        for(int j = 0; j < 3; j++)
        {
            sprintf(section, "CharAlt%d%d", i, j);

            presetID = PTini->Get_Int(section, presetIDEntry, 0);
```

```

PTini->Get_String(section, "Texture", "", texture, 32);

Console_Output("AltSection: %s\nAltPresetID: %d\nAltTexture: %s\n", section, presetID,
texture);

Set_Alternate(team, type, i, j, presetID, texture);
}
}

type = VEHICLES;

for(int i = 0; i < 10; i++)
{
sprintf(section, "Veh%d", i);

cost = PTini->Get_Int(section, "Cost", 0);
presetID = PTini->Get_Int(section, presetIDEntry, 0);
stringID = PTini->Get_Int(section, "StringID", 0);
PTini->Get_String(section, "Texture", "", texture, 32);

Console_Output("Section: %s\nCost: %d\nPresetID: %d\nStringID: %d\nTexture: %s\n", section,
cost, presetID, stringID, texture);

Set_Preset(team, type, i, cost, presetID, stringID, texture);

for(int j = 0; j < 3; j++)
{
sprintf(section, "VehAlt%d%d", i, j);

presetID = PTini->Get_Int(section, presetIDEntry, 0);
PTini->Get_String(section, "Texture", "", texture, 32);

Console_Output("AltSection: %s\nAltPresetID: %d\nAltTexture: %s\n", section, presetID,
texture);

Set_Alternate(team, type, i, j, presetID, texture);
}
}

Update_PT_Data(); //Client crashes here
}

```

The server/FDS doesnt crash but the client does. Joining after the PT's have changed makes the client crash aswell.

I hope someone knows the problem and it's solution???

Subject: Re: Update_PT_Data

Posted by [danpaul88](#) on Thu, 12 Aug 2010 23:16:22 GMT

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I would suggest adding a delay before the call to Update_PT_Data using either a delayed custom or a timer to give the engine a chance to sort out changes internally caused by the rest of the code on the next engine tick. Don't know if it will help, but with the W3D engine it's always a good starting point for working out why something isn't working properly

Subject: Re: Update_PT_Data

Posted by [Omar007](#) on Fri, 13 Aug 2010 10:27:38 GMT

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It still crashes, only now after a delay

I used VC to debug on the client and when it crashes i get the following message

Game.exe has triggered a breakpoint

Then when I click break and view assembly it shows an arrow at this line

```
7599194B int    3
```

Callstack

-> KernelBase.dll!7599194b()

[Frames below may be incorrect and/or missing, no symbols loaded for KernelBase.dll]

bhs.dll!4502b327()

bhs.dll!4500a0bb()

Game.exe!0046e874()

Game.exe!0061a555()

Game.exe!00457df3()

Game.exe!00403615()

Game.exe!00437091()

Game.exe!0043b932()

Game.exe!0043ba4b()

Game.exe!0043d539()

setupapi.dll!7720f85d()

setupapi.dll!7720f89d()

Autos

EDI 00000000

Subject: Re: Update_PT_Data

Posted by [jonwil](#) on Fri, 13 Aug 2010 16:26:10 GMT

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Update_PT_Data was always flaky and crap (4.0 does things differently and Update_PT_Data is gone now)

Subject: Re: Update_PT_Data
Posted by [Omar007](#) on Fri, 13 Aug 2010 17:26:50 GMT
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jonwil wrote on Fri, 13 August 2010 18:26Update_PT_Data was always flaky and crap (4.0 does things differently and Update_PT_Data is gone now)

OK good but that doesn't really help me in my situation right now
Unless 4.0 is released in a minute ^^ (or unless you mean it just crashes because it's flaky and crap and not my fault)

Subject: Re: Update_PT_Data
Posted by [jonwil](#) on Mon, 16 Aug 2010 07:06:53 GMT
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It crashes because its flaky and crap and never worked right.
Nothing to do with you.
