Subject: Server crash on nuke spawn
Posted by Spyder on Sun, 25 Mar 2007 12:31:30 GMT
View Forum Message <> Reply to Message

I made the ion cannon beacon and nuclear strike beacon spawn on disarm...The ion spawns without any problems...But the nuke makes the server crash! How is this possible? Or do I need a specific script?

Subject: Re: Server crash on nuke spawn
Posted by Jerad2142 on Mon, 26 Mar 2007 02:38:14 GMT
View Forum Message <> Reply to Message

If there is a missing W3D file it could crash.

Subject: Re: Server crash on nuke spawn
Posted by reborn on Mon, 26 Mar 2007 07:46:28 GMT
View Forum Message <> Reply to Message

Or have you attached a cinematic to the beacon object that has timers?

Subject: Re: Server crash on nuke spawn
Posted by Spyder on Mon, 26 Mar 2007 18:09:57 GMT
View Forum Message <> Reply to Message

I attached the script JFW_Spawn_Object_Death to CnC_NuclearStrikeBeacon_Placed or something like it...The ion has a similar object, but that's working fine...When the nuke get's disarmed the server crashed, though it's the same script, object type and spawn type...

Subject: Re: Server crash on nuke spawn
Posted by reborn on Mon, 26 Mar 2007 19:53:52 GMT
View Forum Message <> Reply to Message

Use TFX_Spawn_When_Killed instead of the JFW one.

Subject: Re: Server crash on nuke spawn
Posted by Spyder on Tue, 27 Mar 2007 06:30:13 GMT
View Forum Message <> Reply to Message

Also tried that one, and I also tried GTH_Drop_Object_Death...All make it crash, but I'll try with another beacon spawn object...

Subject: Re: Server crash on nuke spawn
Posted by Jerad2142 on Tue, 27 Mar 2007 17:47:58 GMT
View Forum Message <> Reply to Message

Check you spelling of the cinematic (also there is a charter limit to the text cinematic's name if its long make it shorter).
Also make sure that the cinematic doesn't have any misnamed .W3D files (also make sure the W3D files don't crash w3d viewer).

Subject: Re: Server crash on nuke spawn
Posted by Spyder on Tue, 27 Mar 2007 18:52:20 GMT
View Forum Message <> Reply to Message

It now works with the TFX_Spawn_When_Killed
It looked like I attached it to the wrong spawnable object...I took the purchusable object, not the beacon object itself

Subject: Re: Server crash on nuke spawn
Posted by Jerad2142 on Wed, 28 Mar 2007 16:56:50 GMT
View Forum Message <> Reply to Message

Just remember to double check everything in the future.

Subject: Re: Server crash on nuke spawn
Posted by Yrr on Sun, 08 Apr 2007 04:52:40 GMT
View Forum Message <> Reply to Message

wow, I did not expect anyone using my TFX scripts

Subject: Re: Server crash on nuke spawn
Posted by Jerad2142 on Mon, 09 Apr 2007 05:41:46 GMT
View Forum Message <> Reply to Message

I think your TFX scripts are great, I over use them if anything. You did a Good Job on those.