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Subject: server crash (in tt.dll) after dead of ai  
Posted by [robbyke](#) on Mon, 07 May 2012 21:46:14 GMT  
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full details :

Toggle Spoiler

character with a script attached so it can place a custom bot

the bot just fires a repgun in a straight line no other functions

when the char dies the bot dies to (this makes server crash sometimes)

i track the bot with an ID

the bot aims at a spot (used to be an object if this is a previous version it might still be)

the bot is killed (commands->apply\_damage(...)) not destroyed

if more details needed i will add

bot code :

Toggle Spoiler

```
void KB_AI_Rep_Turret::Created(GameObject *obj)
{
    Commands->Enable_Vehicle_Transitions(obj,false);
    Commands->Innate_Enable(obj);
    float Facing = Commands->Get_Facing(obj);
    PosTar = Commands->Get_Position(obj);
    PosTar.Z += 1.20f;
    PosTar.X += static_cast<float>(30*cos(Facing*(PI/180)));
    PosTar.Y += static_cast<float>(30*sin(Facing*(PI/180)));
    ActionParamsStruct params;
    params.AttackWanderAllowed = false;
    params.Set_Basic(this,100,100);
    params.Set_Attack(PosTar,40,0,true);
    params.AttackCheckBlocked = false;
    Commands->Action_Attack(obj,params);
}
```

```
void KB_AI_Rep_Turret::Action_Complete(GameObject *obj,int action_id,ActionCompleteReason
complete_reason)
{
    if (action_id == 100)
    {
```

```

ActionParamsStruct params;
params.Set_Basic(this,100,100);
params.Set_Attack(PosTar,40,0,true);
params.AttackCheckBlocked = false;
Commands->Action_Attack(obj,params);
}
}

```

```

void KB_AI_Rep_Turret::Killed(GameObject *obj,GameObject *shooter)
{
int ID = Get_Int_Parameter("Owner");
StringClass Msg;
Msg.Format("CMSGP %d 0,255,0 your turret has been killed",ID);
Console_Input(Msg);
}

```

```

ScriptRegistrant<KB_AI_Rep_Turret>
KB_AI_Rep_Turret_Registrant("KB_AI_Rep_Turret","Owner:int");

```

```

char script code
Toggle Spoiler

```

```

void KB_Char_Engineer::Created(GameObject *obj)
{
TurretID = NULL;
StringClass Msg;
Msg.Format("CMSGP %d 0,255,0 you can place 1 repair turret with !repturret or
!rt",Get_Player_ID(obj));
Console_Input(Msg);
}

```

```

void KB_Char_Engineer::Detach(GameObject* obj)
{
GameObject *Turret = Commands->Find_Object(TurretID);
if(Turret)
{
Commands->Apply_Damage(Turret,99999,"Laser_NoBuilding",0);
}
}
void KB_Char_Engineer::Custom(GameObject *obj,int type,int param,GameObject *sender)
{
if(type == KB_Create_Rep_Turret)
{
GameObject *Turret = Commands->Find_Object(TurretID);
if(Turret){Commands->Destroy_Object(Turret);}
Vector3 Position = Commands->Get_Position(obj);
}
}

```

```

float Facing = Commands->Get_Facing(obj);
Position.X += static_cast<float>(-1.3*cos(Facing*(PI/180)));
Position.Y += static_cast<float>(-1.3*sin(Facing*(PI/180)));
Position.Z += 0.1f;

Turret = Commands->Create_Object("Nun",Position);
Commands->Set_Facing(Turret,Facing);
Remove_All_Scripts(Turret);

//Commands->Disable_Physical_Collisions(Turret);
Set_Skin(Turret,"CNCVehicleLight");
Commands->Set_Shield_Type(Turret,"CNCVehicleLight");
float FloatHP = 100;
float FloatAP = 0;
Set_Max_Health(Turret,FloatHP);
Set_Max_Shield_Strength(Turret,FloatAP);
Commands->Set_Health(Turret,FloatHP);
Commands->Set_Shield_Strength(Turret,FloatAP);
int TEAM = Commands->Get_Player_Type(obj);
Commands->Set_Player_Type(Turret,TEAM);
Commands->Clear_Weapons(Turret);
Commands->Give_PowerUp(Turret,"CnC_POW_RepairGun_Player",false);
Commands->Select_Weapon(Turret,Get_Powerup_Weapon("CnC_POW_RepairGun_Player"));
StringClass Param;
Param.Format("%d",Get_Player_ID(obj));
Commands->Attach_Script(Turret,"KB_AI_Rep_Turret",Param);
Set_Death_Points(Turret,20.0f);
TurretID = Commands->Get_ID(Turret);

StringClass Msg;
Msg.Format("CMSGP %d 0,255,0 if you place another turret this one will be
destroyed",Get_Player_ID(obj));
Console_Input(Msg);
}
}
ScriptRegistrant<KB_Char_Engineer> KB_Char_Engineer_Registrant("KB_Char_Engineer","");

```

i hope this crashdump is correct its a bit older but its in tt.dll to

stealtheye said the bot tries to move while its dead however i dont understand how i can fix that

## File Attachments

1) [crashdump.20120504-164050-r4650-n1.rar](#), downloaded 192 times

Subject: Re: server crash (in tt.dll) after dead of ai  
Posted by [iRANian](#) on Tue, 08 May 2012 06:35:59 GMT  
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What's the code you're using?

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Subject: Re: server crash (in tt.dll) after dead of ai  
Posted by [robbyke](#) on Tue, 08 May 2012 08:54:26 GMT  
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im using C++ when i get home ill post the specific

codes as i forgot to post that last night

added the code to the first post

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Subject: Re: server crash (in tt.dll) after dead of ai  
Posted by [danpaul88](#) on Thu, 10 May 2012 06:41:08 GMT  
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I suspect action complete gets called when the bot dies and then your code is trying to set a new action on it. Check the action complete reason isn't 'dead' or similar before setting the new action would be my suggestion.

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Subject: Re: server crash (in tt.dll) after dead of ai  
Posted by [robbyke](#) on Thu, 10 May 2012 15:22:04 GMT  
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this could be it in action complete i make it attack the target again

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Subject: Re: server crash (in tt.dll) after dead of ai  
Posted by [Jerad2142](#) on Tue, 15 May 2012 12:39:53 GMT  
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I'd just make the whole script remove itself on death, just make sure you do what you need done before you call the Remove\_Script command lol.

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