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Subject: Re: co-op server

Posted by [Ivan275](#) on Tue, 19 Sep 2006 08:22:24 GMT

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yes std::string killer(Get\_Player\_Name(shooter)) is what crashes the server. You can't get the name of the bot with Get\_Player\_Name.

A supper easy Fix 1 in ssaow.ini find ShowPlayerKillMessage=1 and change to ShowPlayerKillMessage=0 no more server crashes.

If you actually need some kill message then you can do Easy fix 2 in aow.cpp file find M00\_GrantPowerup\_Created::Killed about 30 lined later find std::string killer(Get\_Player\_Name(shooter)) replace with std::string killer("BOT") then just build scripts. This will only work if your server is coop only.

now if for some reason you need to know what kind of bot killed the palyer you can do Fix 3 in aow.cpp file find M00\_GrantPowerup\_Created::Killed and find else if (!Is\_Soldier(shooter))

```
{
  char KillMsg[512];
  sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
  FDSMessage(KillMsg,"_PLAYERKILL");
}
else
{
  std::string killer(Get_Player_Name(shooter)),
and replace with else if (!Is_Soldier(shooter))
```

```
{
  char KillMsg[512];
  sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
  FDSMessage(KillMsg,"_PLAYERKILL");
}
else if (Get_Player_ID(shooter)==-1)
{
  char KillMsg[512];
  sprintf(KillMsg,"The %s killed %s
(%s)",Translate_Preset(shooter),Get_Player_Name(obj),Get_Preset_Info(obj));
  FDSMessage(KillMsg,"_PLAYERKILL");
}
else
{
```

```
  std::string killer(Get_Player_Name(shooter)),then add all the bots names on your maps to
ssaow.ini [Translated_Preset] sercion and replace your bots stupid names with something you like
berre ex. Nod_RocketSoldier_2SF_LaserRifle="BlackHand Laser Chaingunner"
```

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