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Subject: Re: Problem

Posted by [Ivan275](#) on Sat, 07 Oct 2006 01:05:14 GMT

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i just checked and it works for me. here is a small code that works with out crashing.

```
char KickMsg[256];
sprintf(KickMsg,"msg %s IP: %s you are beeing kicked for
cheating!",Get_Player_Name(damager),Get_IP_Address(Get_Player_ID(damager)));
Console_Input(KickMsg);
```

I wonder when you use %s the crash happens when you try to save a string as something else. But I guess not...

Try to isolate where the crash happens. // out everything except the sprintf command then allow your code a few lines at a time after each run the server and see if it crashes...

I had stupid mistakes that I just didn't see. I thought it was line 1 or 2 and kept messing with them but it ended up a wrong setting somewhere else. I would of never found it without doing a host message for every command I had 1 line at a time.

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