
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???
