
Subject: AI crashing Server

Posted by [mr£ÄŞÄ-z](#) on Thu, 28 Feb 2008 15:32:59 GMT

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Yo guys i have a small Problem, i added some AI's to my new

Serverside Gamemode but always if i give them a script like

"JFW_Base_Defence" or

something like that than the server crash if some1 Joins, i really

need to know how to fix this, because i have 20 diffrent AI

Soldiers with Diffrent weapons!

Subject: Re: AI crashing Server

Posted by [The Executor](#) on Thu, 28 Feb 2008 15:38:15 GMT

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What map is this is this a custom map or what? Are they custom solider or the renegade ones are they custom buildings or anything else or just plain simple like a westwood map with just some standard bots and weapons? Becuase if that is the case all you need to do is place a "Pathfind generator" and then run the "Generate Pathfind". There is no need to add any scripts because all of the things are there and work with pathfind. But you do need to make sure that they have the proper innate settings.

Subject: Re: AI crashing Server

Posted by [mr£ÄŞÄ-z](#) on Thu, 28 Feb 2008 15:49:41 GMT

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all works fine i dont need any waypaths or something like that,

only adding scripts to the bots crash, if i dont add scripts

then you dont crash and all works fine. And its the Map M13!

Nothing is wrong with my Serverside working Buildings! wich i

added to the Map.

Subject: Re: AI crashing Server

Posted by [cnc95fan](#) on Thu, 28 Feb 2008 16:02:11 GMT

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I might be temped? Stuff can't be temp'ed server sided.

Subject: Re: AI crashing Server

Posted by [mr£Ä\\$Ä-z](#) on Thu, 28 Feb 2008 17:00:38 GMT

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cnc95fan wrote on Thu, 28 February 2008 10:02I might be temped? Stuff can't be temp'ed server sided.

No. I made a new AI Preset.

Subject: Re: AI crashing Server

Posted by [The Executor](#) on Thu, 28 Feb 2008 18:14:38 GMT

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What character, weapon, scripts and other stuff are attached is it?

Subject: Re: AI crashing Server

Posted by [mr£Ä\\$Ä-z](#) on Thu, 28 Feb 2008 18:35:39 GMT

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I have many CHaracters, with diffrent Weapons and dont added any Scripts

Subject: Re: AI crashing Server

Posted by [The Executor](#) on Thu, 28 Feb 2008 18:54:03 GMT

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Well give me a few examples because you are doing something wrong.

Subject: Re: AI crashing Server

Posted by [Jerad2142](#) on Thu, 28 Feb 2008 18:56:32 GMT

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Send me the map and let me analise it, I have delt with a lot of AI problems in renegade.

Subject: Re: AI crashing Server

Posted by [mr£Ä\\$Ä-z](#) on Thu, 28 Feb 2008 19:14:31 GMT

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MSwindows wrote on Thu, 28 February 2008 12:54 Well give me a few examples because you are doing something wrong.

No im not doeng anything wrong. Im expert on LE and i know if i do something wrong or not. But thats weird that script kills the Server if some1 joins [ServerSide]

Subject: Re: AI crashing Server
Posted by [mr£ÄŞÄ-z](#) on Thu, 28 Feb 2008 19:28:40 GMT
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OK Problem solved. I created TEMP spawners and they work Serverside. Thx for all other Help.

Subject: Re: AI crashing Server
Posted by [Jerad2142](#) on Thu, 28 Feb 2008 19:47:53 GMT
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That will do it.

Subject: Re: AI crashing Server
Posted by [The Executor](#) on Thu, 28 Feb 2008 19:58:03 GMT
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Great!
