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Subject: The\_Game()->MVPName  
Posted by [halo2pac](#) on Mon, 27 Oct 2008 21:09:24 GMT  
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if you compile a plugin with this code (also in the debugger)

```
DLLEXPORT void SSGM_GameOver_Hook()
{
    char MVP[32];
    sprintf(MVP,"%s",The_Game()->MVPName); //MVP = 0x0013ec8c " "
    if (strlen((const char *)MVP) <= 1)
    {
        sprintf(MVP,"%s","NULL");
    }
    printf("[game_end] %s %u %u %u %d
    %s\n",Data->CurrMap,The_Game()->GameDuration_Seconds,The_Game()->WinType,The_Game
    (->WinnerID,Get_Team_Score(The_Game()->WinnerID),MVP);
}
```

it will error at the printf..

this is because:

when there are no players ingame there is no MVP.

therefore The\_Game()->MVPName is...

Dantering the memory space of where the "mvp name" is supposed to be

MVP = 0x0013ec8c " "

First-chance exception at 0x0238dbc6 (Plugin.dll) in server.dat: 0xC0000005: Access violation  
reading location 0x40b38800

Fix for v4.0 please

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Subject: Re: The\_Game()->MVPName  
Posted by [mr£\\$Ä-z](#) on Mon, 27 Oct 2008 21:33:34 GMT  
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Theres nthing wrong, i rememebr some servers that gave you some Specials when you were MVP, its a while ago

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Subject: Re: The\_Game()->MVPName  
Posted by [Ghostshaw](#) on Mon, 27 Oct 2008 21:36:44 GMT  
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TheGame is actually stuff in renegade it self, and we won't fix this, you should simply check wether there are players.

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Subject: Re: The\_Game()->MVPName  
Posted by [EvilWhiteDragon](#) on Mon, 27 Oct 2008 22:46:41 GMT  
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Ghostshaw wrote on Mon, 27 October 2008 22:36TheGame is actually stuff in renegade it self, and we won't fix this, you should simply check wether there are players.  
^ that seems rather logical to me. First check if something exist before requesting it. That can't be that hard.

---

Subject: Re: The\_Game()->MVPName  
Posted by [StealthEye](#) on Mon, 27 Oct 2008 23:14:22 GMT  
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Can't you check for The\_Game()->MVPName.Is\_Empty() or similar?

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Subject: Re: The\_Game()->MVPName  
Posted by [halo2pac](#) on Tue, 28 Oct 2008 00:58:10 GMT  
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Was just asking. -\_-  
I didnt come here to get a stick shoved up my butt for finding this.

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Subject: Re: The\_Game()->MVPName  
Posted by [Goztow](#) on Tue, 28 Oct 2008 07:44:12 GMT  
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halo2pac wrote on Tue, 28 October 2008 01:58Was just asking. -\_-  
I didnt come here to get a stick shoved up my butt for finding this.  
I don't see any sticks, I just see people trying to help you.

---

Subject: Re: The\_Game()->MVPName  
Posted by [jnz](#) on Tue, 28 Oct 2008 07:56:14 GMT  
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```
sprintf(MVP,"%S", (const wchar_t *)The_Game()->MVPName);
```

There's nothing wrong with it, garbage in, garbage out.

---

Subject: Re: The\_Game()->MVPName  
Posted by [halo2pac](#) on Tue, 28 Oct 2008 19:10:27 GMT  
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yes I tried that, Dante told me to try that.  
It crashes.

---

Subject: Re: The\_Game()->MVPName  
Posted by [jnz](#) on Tue, 28 Oct 2008 20:59:30 GMT  
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halo2pac wrote on Tue, 28 October 2008 19:10yes I tried that, Dante told me to try that.  
It crashes.

Probably crashing elsewhere then.

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Subject: Re: The\_Game()->MVPName  
Posted by [halo2pac](#) on Tue, 28 Oct 2008 23:55:42 GMT  
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If I take those few lines out the thing runs perfect...

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Subject: Re: The\_Game()->MVPName  
Posted by [jnz](#) on Wed, 29 Oct 2008 12:52:03 GMT  
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Comment out the printf at the bottom and see if it still crashes.

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Subject: Re: The\_Game()->MVPName  
Posted by [halo2pac](#) on Wed, 29 Oct 2008 19:03:56 GMT  
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if you take out the printf it doesnt crash.

Its just that MVPName is supposed to be null. Becuase there was no mvp. But instead its...

Dantereading the memory space of where the "mvp name" is supposed to be.

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Subject: Re: The\_Game()->MVPName  
Posted by [jnz](#) on Wed, 29 Oct 2008 19:14:51 GMT

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halo2pac wrote on Wed, 29 October 2008 19:03if you take out the printf it doesnt crash.

Its just that MVPName is supposed to be null. Becuase there was no mvp. But instead its...

Dantereading the memory space of where the "mvp name" is supposed to be.

No, actually it's a WideStringClass and cannot be null.

It's crashing at the printf because Data->CurrMap is an std::string. Not a C string.

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Subject: Re: The\_Game()->MVPName  
Posted by [halo2pac](#) on Wed, 29 Oct 2008 23:47:43 GMT  
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ok then lets put it this way. if i take out the MVPName it works fine with the mapname.

---

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Subject: Re: The\_Game()->MVPName  
Posted by [Jerad2142](#) on Fri, 31 Oct 2008 14:24:44 GMT  
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```
char string[1000];  
sprintf(string,"MESSAGE Example: Text String From Object %d.",Get_ID(obj));  
Console_Input(string);  
Don't use printf to print text, do something like that instead.
```

---

---

Subject: Re: The\_Game()->MVPName  
Posted by [Ghostshaw](#) on Fri, 31 Oct 2008 14:34:56 GMT  
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Erm don't you mean Console\_Output jerad? But yeah printf doesn't work properly in some cases in the FDS.

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Subject: Re: The\_Game()->MVPName  
Posted by [halo2pac](#) on Fri, 31 Oct 2008 19:09:22 GMT  
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Actually I'm sending it to my website with a socket ^^  
printf was just there to show me where its crashing...  
it crashes with the printf or Thinngy.Send

---

but If I remove the MVPName it works fine.  
MVPName is just null.. but its not null.... Like Dante Said.  
So u cant check to see if its null.

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Subject: Re: The\_Game()->MVPName  
Posted by [Genesis2001](#) on Sun, 02 Nov 2008 05:04:57 GMT  
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Ghostshaw wrote on Mon, 27 October 2008 14:36TheGame is actually stuff in renegade it self,  
and we won't fix this, you should simply check wether there are players.

^^^

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Subject: Re: The\_Game()->MVPName  
Posted by [Jerad2142](#) on Wed, 12 Nov 2008 15:32:22 GMT  
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Ghostshaw wrote on Fri, 31 October 2008 08:34Erm don't you mean Console\_Output jerad? But  
yeah printf doesn't work properly in some cases in the FDS.  
Never even thought to check if it existed, it works the same as long as you type MESSAGE before  
your message.

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