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## View topic - buggy ai?

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**Author****Message**

**dcore221**

**Post subject:** buggy ai?

**Posted:** Sun Dec 11, 2011 7:35 pm



**Joined:** Fri Jul 09, 2010 6:53 pm

i get this error when playing vs ai  
any ideas how to fix?

**Code:**

```
[f=0012662] Warning: Bandwidth limit was reached for dcore AI #1 [packets
delayed]
[f=0012672] Warning: Bandwidth limit was reached for dcore AI #1 [packets
delayed]
[f=0013602] Warning: Waiting packet limit was reached for dcore AI #1
[packets dropped]
[f=0013612] Warning: Waiting packet limit was reached for dcore AI #1
[packets dropped]
[f=0013622] Warning: Waiting packet limit was reached for dcore AI #1
[packets dropped]
[f=0013632] Warning: Waiting packet limit was reached for dcore AI #1
[packets dropped]
[f=0013642] Warning: Waiting packet limit was reached for dcore AI #1
[packets dropped]
[f=0013652] Warning: Waiting packet limit was reached for dcore AI #1
[packets dropped]
```

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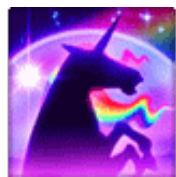
**quote**

**smoth**

**Post subject:** Re: buggy ai?

**Posted:** Sun Dec 11, 2011 7:47 pm

Content Developer



**Joined:** Thu Jan 13, 2005 12:46 am

**Location:** BOM - WRAG AHL  
WAR GRA GRA GRA GRA

christ.. you give the worst errors.

ok...

you are having a problem with ai. That is nice, I have those to, I mean the whole retelling of Pinocchio thing just GEEZE really Spielberg? I did the the sex bot was a pretty cool guy eh. but the ending man that was a pretty fng depressing ending. GOD and aliens? really? WTF..

unless you are talking about another type of ai, you should probably specify like give it a **name** and stuff..

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**quote**

**dcore221**

**Post subject:** Re: buggy ai?

**Posted:** Sun Dec 11, 2011 8:13 pm



i get this error when using E323AI 3.25.0 and KAIK 0.13 in balanced annihilation 7.62, the bots play well for the first 15mins or so after the error they stop building

**Joined:** Fri Jul 09, 2010  
6:53 pm

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quote

**dcore221**

**Post subject:** Re: buggy ai?

**Posted:** Sun Dec 11, 2011 8:20 pm



<http://pastebin.com/Y6ycGxQP>

**Joined:** Fri Jul 09, 2010  
6:53 pm

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quote

**abma**

**Post subject:** Re: buggy ai?

**Posted:** Sun Dec 11, 2011 11:05 pm

Spring Developer

the ai sends to many commands.

**Joined:** Sun May 31, 2009  
11:08 pm

you can disable this limitation by setting [Link\\* vars](#) to 0... but expect very high cpu load then.

or try to fix the ai itself... afaik E323AI currently has no maintainer.

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quote

**hoijui**

**Post subject:** Re: buggy ai?

**Posted:** Sun Dec 11, 2011 11:30 pm

Spring Developer



maybe there should be no limit at all for games with only one player?  
then again, that would of course result in no AI dev even knowing about the limit.  
still there should be a way to prevent this users scenario. having to know about these special config settings when getting this error (basically for every AI game) is surely not good/acceptable.

**Joined:** Sat Sep 22, 2007  
8:51 am

**Top**



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quote

**abma**

**Post subject:** Re: buggy ai?

**Posted:** Sun Dec 11, 2011 11:45 pm

Spring Developer

**Joined:** Sun May 31, 2009  
11:08 pm

**hoijui wrote:**

maybe there should be no limit at all for games with only one player?

imo letting the users-cpu "die" isn't better at all... don't know whats more worse. best would be to fix the ais...

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**hoijui****Post subject:** Re: buggy ai?**Posted:** Mon Dec 12, 2011 12:15 am

Spring Developer

**Joined:** Sat Sep 22, 2007  
8:51 am

the limit is quite arbitrary, and doing it perfectly is quasi impossible.  
the limit is new, and letting the CPU die is much better then just stop working, in a way that is totally unintuitive for the player. in my eyes, the limits purpose is .. so if you have a multiplayer game (many players), and one player or one AI is spamming commands in a way that would bring the game to a hold, that player or ai should be stopped. now if you are the only player, this limit makes no sense, except if you are an AI dev, in which case you of course should see your AI failing while testing.  
of course it would be best if all ais would stay within the limit, but .. yeah, we know it is not gonna happen.

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**dc0re221****Post subject:** Re: buggy ai?**Posted:** Mon Dec 12, 2011 11:10 am**abma wrote:**

you can disable this limitation by setting [Link\\* vars](#) to 0... but expect very high cpu load then.

**Joined:** Fri Jul 09, 2010  
6:53 pm

Thanks

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