

Common mistakes in AI writing

WarCraft exits with a "Peon: 1" error:

Forgot the up_ prefix when upgrading units ?

All the upgrade variables start with the prefix `up_`. It is easy to forget this and still receive no complain by the compiler. For instance, when you want to upgrade a Townhall to a Keep the correct command would be: `upgrd up_keep`. If you mistakenly type `upgrd townhall` the compiler will translate this to `build townhall!`

Or `upgrd footmen` instead of `upgrd up_footmen_A1` - this will compile fine, but not give any useful results.

The same mistake can happen with rates, when you forget the `rt_` prefix.

Invalid item ?

The "Peon: 1"-error usually happens when the computer shall build an item it cannot build (For example: a castle cannot be built). This shouldn't happen if you use the predefined variable-names.

WarCraft "hangs":

Goto jumps to itself ?

This happens when a `goto` command has itself as destination, like this:

```
Loop:
    goto Loop
```

Always insert at least one additional instruction into the loop, for instance a `sleep 1`.

Computer doesn't attack when it should:

This is not necessarily a bug in your AI. If there is no opponent inside a certain range, the computer won't attack.

Computer doesn't upgrade units properly / program stops at `upgrd` commands:

This is usually the result of an invalid upgrade-sequence in the AI. For example, before you can upgrade arrows you have to build a lumbermill. Or before you do an `upgrd up_footmen_A2` you have to do an `upgrd up_footmen_A1`.

I don't want guard towers !

The computer automatically upgrades towers to guard towers. It doesn't even need a lumbermill ! You can stop this behaviour by disabling the rate:

```
rt_Hguardtower = disabled
rt_Oguardtower = disabled
```

Computer doesn't build/train certain items/units:

Rate disabled ?

Check the Rate control-table - especially if you created a source-template from an existing AI, there are often a lot of sections disabled.

Demolition Squads/Sappers ?

The computer will never train these, regardless of the settings in the AI. Also it will never upgrade towers to cannon-towers.

General tips:

After compiling your AI, look through the program in the AI Viewer. Check if everything is translated as you want. Also check the sequence in the Item-table - is it possible to build/upgrade in this order ?