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Subject: Re: Script Request

Posted by [danpaul88](#) on Fri, 16 May 2008 20:57:59 GMT

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Well GameObject\* obj should be a valid game object, and your just giving it a float with the value 0.0, which will either be translated as NULL by the function and fail safely, or will cause Renegade to crash due to trying to access an invalid pointer.

Assuming Int ID refers to the player ID you should be able to use something like GetPlayerByID ( ID ) to get the GameObject\* to pass to the function. The function name might be slightly different to that, this is just off the top of my head.

EDIT: Wait, nvm, you not even using that first parameter for some reason, so I don't think you have the right function definition there...

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