

Bump

This part of the code keeps crashing the server when a player dies does anyone know why.

```
GameObject *player = Get_GameObj(Get_Int_Parameter("ID"));

if (Has_Weapon(player,"Weapon_AutoRifle_Player"))
    this->miniGunGdi = true;
else
    this->miniGunGdi = false;
if (Has_Weapon(player,"Weapon_AutoRifle_Player_Nod"))
    this->miniGunNod = true;
else
    this->miniGunNod = false;
if (Has_Weapon(player,"Weapon_Chaingun_Player"))
    this->chainGunGdi = true;
else
    this->chainGunGdi = false;
if (Has_Weapon(player,"Weapon_Chaingun_Player_Nod"))
    this->chainGunNod = true;
else
    this->chainGunNod = false;
if (Has_Weapon(player,"Weapon_ChemSprayer_Player"))
    this->chemSprayer = true;
else
    this->chemSprayer = false;
if (Has_Weapon(player,"CNC_Weapon_Flamethrower_Player"))
    this->flameThrower = true;
else
    this->flameThrower = false;
if (Has_Weapon(player,"Weapon_GrenadeLauncher_Player"))
    this->grenadeLauncher = true;
else
    this->grenadeLauncher = false;
if (Has_Weapon(player,"Weapon_LaserChaingun_Player"))
    this->laserChainGun = true;
else
    this->laserChainGun = false;
if (Has_Weapon(player,"Weapon_LaserRifle_Player"))
    this->laserRifle = true;
else
    this->laserRifle = false;
```

```

if (Has_Weapon(player,"Weapon_MineProximity_Player"))
  this->mineProxy = true;
else
  this->mineProxy = false;
if (Has_Weapon(player,"Weapon_PersonallonCannon_Player"))
  this->perslonCannon = true;
else
  this->perslonCannon = false;
if (Has_Weapon(player,"Weapon_Railgun_Player"))
  this->railGun = true;
else
  this->railGun = false;
if (Has_Weapon(player,"Weapon_RamjetRifle_Player") ||
Has_Weapon(player,"CnC_Weapon_RamjetRifle_Player"))
  this->ramjet = true;
else
  this->ramjet = false;
if (Has_Weapon(player,"Weapon_RepairGun_Player") ||
Has_Weapon(player,"CnC_Weapon_RepairGun_Player_Special"))
  this->repairGun = true;
else
  this->repairGun = false;
if (Has_Weapon(player,"Weapon_RocketLauncher_Player"))
  this->rocketLauncher = true;
else
  this->rocketLauncher = false;
if (Has_Weapon(player,"CnC_Weapon_RocketLauncher_Player"))
  this->rocketGunner = true;
else
  this->rocketGunner = false;
if (Has_Weapon(player,"Weapon_Shotgun_Player"))
  this->shotGun = true;
else
  this->shotGun = false;
if (Has_Weapon(player,"Weapon_SniperRifle_Player"))
  this->sniperRifle = true;
else
  this->sniperRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumAutoRifle_Player"))
  this->tibAutoRifle = true;
else
  this->tibAutoRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumFlechetteGun_Player"))
  this->flechetteGun = true;
else
  this->flechetteGun = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player"))
  this->voltAutoRifleGdi = true;

```

```
else
  this->voltAutoRifleGdi = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player_Nod"))
  this->voltAutoRifleNod = true;
else
  this->voltAutoRifleNod = false;
}
```
