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Subject: Re: C++ help question

Posted by [Xpert](#) on Tue, 21 Apr 2009 21:03:53 GMT

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Okay, I'm completely stumped. I tried so many things and still end up back to square one. This time I went to debug the scripts.dll. It points to 2 parts of the code and it makes no sense to me.

GMMAIN.CPP

```
struct VeteranPlayers {
    std::string PlayerName;
    int VeteranPoints;
};

std::vector<VeteranPlayers> VetInfo;

int VetCheckPoints(int ID) {
    if (!VetInfo.empty()) {
        for (int i = 0; i < VetInfo.size(); i++) {
            HERE --> if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
                int Points;
                Points = VetInfo[i].VeteranPoints;
                return Points;
            }
        }
    }
    return 0;
}
```

GMMAIN.H

```
int VetCheckPoints(int ID);
```

GMSSCRIPTS.CPP

```
void MDB_SSGM_Vehicle::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
    HERE -->int Points = VetCheckPoints(Get_Player_ID(sender));
    float health = Commands->Get_Max_Health(obj);
}
```



When I debugged it, it pointed to the parts I put "HERE -->" above, as being the problem.

I don't know what to do. This is frustrating me >.>