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Subject: Re: Help with an array.  
Posted by [jnz](#) on Mon, 15 Jun 2009 17:03:36 GMT  
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2 things I can see here:

First, you need to declare 'damageObject' inside of the script if you want the object that the script is attached to to track player attacking it.

Also:

```
GameObject *mainobj = Get_GameObj(damageObject[i]);  
    VetUpdate(damageObject[i], (int)GetPoints(Commands->Get_Preset_Name(obj)),  
(int)Commands->Get_Points(mainobj));
```

You need to check mainobj before you use it. If Get\_GameObj returns 0, it will crash.

EDIT: third, VetUpdate parameter 1 isn't a GameObj \*, it is an int. Probably player ID. Use VetUpdate(Get\_PlayerID(damageObject[i]), ...

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