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Subject: Re: Ipara

Posted by [Distrbd21](#) on Thu, 12 Jul 2012 09:47:11 GMT

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Xpert wrote on Wed, 11 July 2012 15:58 Commands->Is\_A\_Star(obj) instead of (obj->As\_SoldierGameObj())

so like this?

```
void ObjectHookCall(void *data,GameObject *obj) {
    if (Commands->Is_A_Star(obj)) {
        Attach_Script_Once(obj,"Parachute","");
    }
    else if (obj->As_VehicleGameObj()) {
        Attach_Script_Once(obj,"Parachute","");
    }
}
```

And this one is built into gmgame, and ssgm.

@ Iran so just take it out right?

@ Jonwil, Can you explain a little more?

This is what I did to replace it not sure if it's right or not.

```
void Parachute::Killed(GameObject *obj, GameObject *shooter) {
    if (obj->As_VehicleGameObj()->Get_Occupant()) {
        if (obj->As_VehicleGameObj()->Get_Occupant_Count()) {
        }
    }
    else if (Commands->Is_A_Star(obj)) {
        Commands->Enable_Collisions(obj);
        if (Commands->Find_Object(pchuteID)) {
            Commands->Destroy_Object(Commands->Find_Object(pchuteID));
            pchuteID = 0;
        }
        if (Commands->Find_Object(floaterID)) {
            Commands->Destroy_Object(Commands->Find_Object(floaterID));
            floaterID = 0;
        }
        isFalling = false;
    }
}
```

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