
Subject: Re: FDS Crash

Posted by [danpaul88](#) on Tue, 19 Nov 2013 17:43:23 GMT

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Revision: 6096

Author: danpaul88

Date: 19 November 2013 17:42:18

Message:

Added some null pointers check in the SSGM refill logic to guard against the SSGM_Soldier script somehow being removed from a soldier (ie: by third party code trying to override SSGM functionality with its own)

Modified : /trunk/scripts/scripts/gmgame.cpp
