
Subject: Custom c++ Scripting question

Posted by [TheKGBspy](#) on Sun, 04 Apr 2004 22:28:24 GMT

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lately i worked on my scripts for vengeance. they work.. but i have some problem if i do some stuff.

```
preset = "none";

while (preset == "none")
{
    rand = Commands->Get_Random_Int(1,4);
    switch(rand)
    {
        case 1:    preset = Get_Parameter("Tree1_Preset");
                  break;
        case 2:    preset = Get_Parameter("Tree2_Preset");
                  break;
        case 3:    preset = Get_Parameter("Tree3_Preset");
                  break;
        case 4:    preset = Get_Parameter("Tree4_Preset");
                  break;
    }
}
```

this is a part of my code. if i remove this part of the code and i set up the preset value by `Get_Parameter("Tree1_Preset");` (or tree2 or) it work, but if i put my while and switch command the game freze... is that because the while and the switch freeze up the game? i remember in delphi the while stop the whole program.. until the while is finished.. i want to know if this is the same problem... and how to fix it.
