
Subject: (Crash)bug in SSGM 2.0.2
Posted by [Yrr](#) on Fri, 06 Jun 2008 16:06:06 GMT
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Hi folks,

there is a bug in the latest SSGM version 2.0.2 which can cause a crash.
This is caused by SSGMData::PowerupPurchaseHookID not being initialized.

To fix that, edit gmmain.cpp and replace

```
SSGMData::SSGMData() {  
    Mod = 0;  
    PlayerPurchaseHookID = 0;  
    VehiclePurchaseHookID = 0; // line 587  
    ObjectHookID = 0;  
    ObjectHookStruct = 0;  
    AllowGamelogWrite = false;  
}
```

with

```
SSGMData::SSGMData() {  
    Mod = 0;  
    PlayerPurchaseHookID = 0;  
    VehiclePurchaseHookID = 0; // line 587  
    PowerupPurchaseHookID = 0; // ADD THIS LINE  
    ObjectHookID = 0;  
    ObjectHookStruct = 0;  
    AllowGamelogWrite = false;  
}
```

Greetings,
Marc

Subject: Re: (Crash)bug in SSGM 2.0.2
Posted by [_SSnipe_](#) on Fri, 06 Jun 2008 17:52:58 GMT
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ty for the info

Subject: Re: (Crash)bug in SSGM 2.0.2

Posted by [nopol10](#) on Fri, 06 Jun 2008 23:45:54 GMT

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SSnipe wrote on Sat, 07 June 2008 01:52ty for the info

Subject: Re: (Crash)bug in SSGM 2.0.2

Posted by [cnc95fan](#) on Sat, 07 Jun 2008 00:28:18 GMT

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Thank you for the information.
