Subject: int Get_Team_Player_Count(int Team)
Posted by reborn on Wed, 09 Jul 2008 15:08:42 GMT
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int Get_Team_Player_Count(int Team) seemed to always crash for me, it says it's tested, but I wasn't able to use it. here is the stock version of it:

```
int Get_Team_Player_Count(int Team)
{
 int Total = 0;
 GenericSLNode *x = BaseGameObjList->HeadNode;
 while (x)
 {
  GameObject *o = As_SoldierGameObj((GameObject *)x->NodeData);
  if (o && Get_Object_Type(o) == Team)
  {
   Total++;
  }
  x = x->NodeNext;
 }
 return Total;
}
```

I altered it so that the while loop doesn't try to do Get_Object_Type on the GameObject *, because this is where it seemed to crash. I think you can only use that function on buildings and players, so I'm sure that's why it was crashing...

I changed it to this:

```
int Get_Team_Player_Count(int Team)
{
 int Total = 0;
 GenericSLNode *x = BaseGameObjList->HeadNode;
 while (x)
 {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && Commands->Is_A_Star(o))
  {
   if (Get_Team(Get_Player_ID(o)) == Team)
   {
   Total++;
  }
  }
  x = x->NodeNext;
 }
 return Total;
}
```

And I havn't had a crash yet, maybe you'll look into it for 4.0?

Subject: Re: int Get_Team_Player_Count(int Team)
Posted by Genesis2001 on Wed, 09 Jul 2008 16:30:50 GMT
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I use this from Hex. ^_^

```
int TeamCount(int Team)
{
 int Count = 0;
 for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
 {
  cPlayer *p = (cPlayer *)PlayerIter->NodeData;
  if (p->IsActive && p->PlayerType.Get() == Team)
  {
   Count++;
  }
 }
 return Count;
}
```

Subject: Re: int Get_Team_Player_Count(int Team)
Posted by Ghostshaw on Wed, 09 Jul 2008 21:53:35 GMT
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The As_SoldierGameObj function was bugged and crashed for some items in teh basegameobj's
from the list. This has been fixed.

Subject: Re: int Get_Team_Player_Count(int Team)
Posted by _SSnipe_ on Wed, 09 Jul 2008 21:55:56 GMT
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whats this for?

Subject: Re: int Get_Team_Player_Count(int Team)
Posted by StealthEye on Wed, 09 Jul 2008 23:49:49 GMT
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PlayerType is only defined for smart game objects. You should use As_SmartGameObj to test

whether you can call GetPlayerType on an object.

Hex's solution is cleaner though.

[edit]
Oh, I see it already does As_SoldierGameObj... It's probably the As_SoldierGameObj call crashing. For TT it calls As_ScriptableGameObj prior to calling As_SoldierGameObj:

```
GameObject *As_SoldierGameObj(GameObject *obj)
{
 if (!Commands->Get_ID(obj) || !obj)
  return 0;
 ScriptableGameObj* o2 = ((BaseGameObj *)obj)->As_ScriptableGameObj();
 if (!o2)
  return 0;
 return (GameObject *)o2->As_SoldierGameObj();
}
```

For older versions it probably does not call As_ScriptableGameObj and therefore crash when calling As_SoldierGameObj on a nonscriptable game object.