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