
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.
