Subject: Help with an array.
Posted by Xpert on Mon, 15 Jun 2009 16:32:45 GMT
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Okay, so basically, I'm trying to get an array going to count the players that damage a certain vehicle(s). I was getting help from someone with this and so far no luck. Maybe someone can find what we're doing wrong?

```
int damageObject[127];
void reb_vehicle::Created(GameObject *obj) {
    vehstartmaxhealth = Commands->Get_Max_Health(obj);
    vehstartmaxarmor = Commands->Get_Max_Shield_Strength(obj);
    Commands->Start_Timer(obj, this, 1.5f, 1);
    this->isUpgraded = false;
    for (int i=0; i < 128; i++)
    {
        damageObject[i] = 0;
    }
}

void reb_vehicle::Damaged(GameObject *obj, GameObject *damager, float damage) {
    if (damage < 0) {
        if (Commands->Is_A_Star(damager) && Commands->Get_Player_Type(damager) ==
Commands->Get_Player_Type(obj)) {
            RepUpdate(Get_Player_ID(damager), (int)((damage - damage) - damage)/2);
        }
    }
  int objId = Get_Player_ID(damager);
    damageObject[objId] = objId;
}

void reb_vehicle::Killed(GameObject *obj, GameObject *shooter) {
    if (Commands->Is_A_Star(shooter) && Commands->Get_Player_Type(shooter) !=
Commands->Get_Player_Type(obj)) {
        for (int i=0; i < 1;i++)
        {
            GameObject *mainobj = Get_GameObj(damageObject[i]);
            VetUpdate(damageObject[i], (int)GetPoints(Commands->Get_Preset_Name(obj)),
(int)Commands->Get_Points(mainobj));

Display_Int_Player(mainobj,GetPoints(Commands->Get_Preset_Name(obj)),"Veteran points
gained: %d  "),GetPoints(Commands->Get_Preset_Name(obj));
        }
    }
}
```

It crashes when the damaged vehicle gets killed/destroyed.

And the structure for VetUpdate is
VetUpdate(int ID, int number, int score)