
Subject: level load

Posted by [robbyke](#) on Mon, 09 May 2011 16:34:56 GMT

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well i try to load this but it crashes somewhere but i dont get why

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```
GenericSLNode *x = BaseGameObjList->HeadNode;
while(x)
{
    GameObject *o = (GameObject *)x->NodeData;
    if (o && As_ScriptableGameObj(o)&&!(Commands->Is_A_Star(o)))
    {
        const char *Preset = Commands->Get_Preset_Name(o);
        if (isin(Preset,"mp_")) {
            int Team = 0;
            if (isin(Preset,"_GDI_"))
            {
                Team = 1;
            }
            GameObject *BaseZONE =
Commands->Create_Object("Invisible_Object",Commands->Get_Position(o));
            Commands->Disable_Physical_Collisions(BaseZONE);
            Commands->Set_Player_Type(BaseZONE,Team);
            Set_Skin(BaseZONE,"Blamo");
            Commands->Set_Shield_Type(BaseZONE,"Blamo");
            Attach_Script_Once(BaseZONE,"KB_Zone","");
        }
    }
    x = x->NodeNext;
}
```

error is found there is something wrong with my dumb script i attach
