
Subject: Re: gameobject list

Posted by [jonwil](#) on Mon, 26 Mar 2012 12:55:00 GMT

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Try this:

```
#include "scriptablegameobj.h"
int KB_Find_Amount_Scripts_Per_Team(const char *script,int Team)
{
    int Amount = 0;
    SLNode<BaseGameObj> *x = GameObjManager::GameObjList.Head();
    while (x)
    {
        ScriptableGameObj *o = x->Data()->As_ScriptableGameObj();
        if (o)
        {
            int team = Get_Team(Get_Player_ID(o));
            if (Team == team)
            {
                if(Is_Script_Attached(o,script))
                {
                    Amount = Amount + 1;
                }
            }
        }
        x = x->Next();
    }
    return Amount;
};
```