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Subject: Re: !para

Posted by [Xpert](#) on Wed, 11 Jul 2012 20:58:44 GMT

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Commands->Is\_A\_Star(obj) instead of (obj->As\_SoldierGameObj())

Funny, I was gonna release a parachute plugin using this script.

Quote:

```
VectorClass<GameObject *> *ptr = (VectorClass<GameObject *>*)(obj+0x9AC);  
VectorClass<GameObject *> occupants = (VectorClass<GameObject *>)*ptr;
```

This will crash in 4.0

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