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Subject: Re: !para

Posted by [Xpert](#) on Fri, 20 Jul 2012 19:09:35 GMT

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jonwil wrote on Wed, 11 July 2012 22:24 You need to replace that blob of code (with the 0x9AC thing) with calls to ->Get\_Occupant\_Count() and ->Get\_Occupant()

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

Gen\_Blackx wrote on Fri, 20 July 2012 13:53 Last time i looked at it, it looked like the para was facing the player's side.

It does I think.

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