Subject: destroy all vehicles
Posted by robbyke on Fri, 28 Sep 2012 22:45:12 GMT
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i get a bug when i do this on player_Join

```
SLNode<VehicleGameObj> *y = GameObjManager::VehicleGameObjList.Head();
while (y)
{
 GameObject *v = (GameObject *)x->Data();
 if (v && Is_Script_Attached(v,"KB_Vehicle") && v->As_DamageableGameObj())
 {
  Commands->Apply_Damage(v,99999,"Laser_NoBuilding",NULL);
 }
 y = y->Next();
}
```

> scripts.dll!HookupAT3(void * a, void * b, void * c, void * patch_start, void * patch_end, int (void)* version_selector) Line 209 C++
  scripts.dll!HookupAT3x(void * a, void * b, void * c, void * patch_start, void * patch_end, int (void)* version_selector) Line 176 + 0x1d bytes C++
  scripts.dll!Find_Player(int id) Line 56 + 0x22 bytes C++
  scripts.dll!Get_GameObj(int clientId) Line 106 C++
  0018f88c()
  scripts.dll!SSGMGameManager::PlayerJoinHook(int PlayerID, const char * PlayerName) Line 882 C++

this is the stack, for those who understand something about that

PS: the debug points to the return of the last function