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Subject: Little c++ coding help needed please  
Posted by [Raptor RSF](#) on Sun, 10 Jan 2010 20:12:32 GMT  
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Why is Get\_Points not giving me the points? Do i do something wrong? (Its for a custom HUD...)

```
// Gets the points from the player or vehicle
GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
float current_points = 0;
if (Get_Vehicle(obj))
{
    current_points = Commands->Get_Points(Get_Vehicle(obj));
}
else
{
    current_points = Commands->Get_Points(obj);
}
```

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Subject: Re: Little c++ coding help needed please  
Posted by [jnz](#) on Sun, 10 Jan 2010 20:38:02 GMT  
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What is this supposed to do? A vehicle does not have a score so Get\_Points will naturally fail on a vehicle game object.

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Subject: Re: Little c++ coding help needed please  
Posted by [Raptor RSF](#) on Sun, 10 Jan 2010 20:40:44 GMT  
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I just want the score of the player. (Its al client side)

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Subject: Re: Little c++ coding help needed please  
Posted by [jnz](#) on Sun, 10 Jan 2010 21:22:03 GMT  
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Raptor RSF wrote on Sun, 10 January 2010 20:40I just want the score of the player. (Its al client side)

So just give it a player game object and it will give you the score.

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Subject: Re: Little c++ coding help needed please  
Posted by [Raptor RSF](#) on Sun, 10 Jan 2010 21:40:23 GMT  
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Tunaman helped me with this and it works now

I changed to and int instead and that was doing the trick.

Thanks for your help anyway!

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