
Subject: gameobject list

Posted by [robbyke](#) on Mon, 26 Mar 2012 12:04:45 GMT

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```
int KB_Find_Amount_Scripts_Per_Team(const char *script,int Team)
{
    int Amount = 0;
    SLNode<GameObject> *x = GameObjManager::GameObjList.Head();
    while (x)
    {
        GameObject *o = x->Data();
        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;
};
```

Error 1 error C2440: 'initializing' : cannot convert from 'SLNode<T> *' to 'SLNode<T> *'
*' C:\Users\roby\Desktop\source test\Kambot\KB_Functions.cpp 90

2 IntelliSense: a value of type "SLNode<BaseGameObj> *" cannot be used to initialize an entity of type "SLNode<GameObject> *" c:\users\roby\desktop\source test\kambot\kb_functions.cpp 90

i know there are other lists but the objects i search arent in there since i made them with scripts

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;
};
```

Subject: Re: gameobject list
Posted by [robbyke](#) on Mon, 26 Mar 2012 16:54:18 GMT
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isnt basegameobj something that has to do with the base? :s or is it just the basic
but it does work now
