
Subject: Script Question

Posted by [roszek](#) on Tue, 31 Mar 2015 02:26:03 GMT

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Is there a way to get an independent script's parameters sent to an ssgm plugin?

Subject: Re: Script Question

Posted by [dblancey1](#) on Tue, 31 Mar 2015 06:56:27 GMT

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You should be able to get the script parameters in a for loop structure like this. This code checks to see if a powerup if one of the units starting weapons.

```
for (int i = 0;i < Soldier->ScriptNameList.Count();i++) {  
    if (Soldier->ScriptNameList[i] == "M00_GrantPowerup_Created") {  
        if (Soldier->ScriptParameterList[i] == PowerUp->Get_Name()) {  
            return true;  
        }  
    }  
}
```