
Subject: Re: FDS Crash

Posted by [Neijwiert](#) on Mon, 18 Nov 2013 22:32:02 GMT

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After some more digging I found out that the problem lays at this method:

```
void NTCPlayerControl::Remove_Excess_Scripts(GameObject *Obj)
{
    if(!Obj)
        return;

    // Loop trough all the scripts
    SimpleDynVecClass<GameObjObserverClass *> Observers = Obj->Get_Observers();
    int Count = Observers.Count();
    for(int x = 0; x < Count; x++)
    {
        GameObjObserverClass *Current = Observers[x];
        if(Current)
        {
            WideStringClass Name = Current->Get_Name();

            if(Name.Compare(L"M00_GrantPowerup_Created") == 0 || Name.Substring(0,
4).Compare_No_Case(L"SSGM") == 0)
            {
                COutput("Should remove: %s\n", Current->Get_Name());
                //Obj->Remove_Observer(Current);
            }
        }
    }
}
```

As soon as I add the Obj->Remove_Observer line it starts crashing again. But I still haven't figured out why I cant add that line.

UPDATE:

I think somewhere in Scripts.dll there is code that assumes that all SSGM scripts are still attached.

I've changed the code to this to make sure the comparing is going right:

```
if(Current)
{
    const char *ScriptName = Current->Get_Name();

    //Name.Substring(0, 4).Compare_No_Case(L"SSGM") == 0
    if(strcmp(ScriptName, "M00_GrantPowerup_Created") == 0 || (ScriptName &&
strlen(ScriptName) >= 4 && ScriptName[0] == 'S' && ScriptName[1] == 'S' && ScriptName[2] ==
'G' && ScriptName[3] == 'M'))
```

```
{  
  COutput("Should remove: %s\n", Current->Get_Name());  
  Obj->Remove_Observer(Current);  
}  
}
```
