Just remembered a few more.

Get_Part_Names and Get_Part_Name has a crash issue with the way it's currently written.

it's currently coded:
Toggle Spoiler

```
int SCRIPTS_API Get_Part_Names(const char *name1)
{
 SLNode<SoldierGameObj> *x = GameObjManager::StarGameObjList.Head();
 int count = 0;
 while (x)
 {
  GameObject *o = x->Data();
  if (o)
  {
   const char *name = Get_Player_Name(o);
   if (stristr(name,name1))
   {
    count++;
   }
   delete[] name;
  }
  x = x->Next();
 }
 return count;
}

GameObject SCRIPTS_API *Get_Part_Name(const char *name1)
{
 SLNode<SoldierGameObj> *x = GameObjManager::StarGameObjList.Head();
 int count = 0;
 GameObject *current = 0;
 while (x)
 {
  GameObject *o = x->Data();
  if (o)
  {
   const char *name = Get_Player_Name(o);
   if (stristr(name,name1))
   {
    current = o;
    count++;
```

```
  }
  delete[] name;
 }
 x = x->Next();
}
if ((count == 1) && (current) && (Commands->Get_ID(current)))
{
 return current;
}
else
{
 return 0;
}
}
```

A fixed one that a lot of plugins including myself use would be:

Toggle Spoiler

```
GameObject SCRIPTS_API *Get_Part_Name(const char *name1)
{
 SLNode<SmartGameObj> *x = GameObjManager::SmartGameObjList.Head();
 int count = 0;
 GameObject *current = 0;
 while (x)
 {
  GameObject *o = (GameObject *)x->Data();
  if (o && Commands->Is_A_Star(o))
  {
   const char *name = Get_Player_Name(o);
   if (stristr(name,name1))
   {
    current = o;
    count++;
   }
   delete[] name;
  }
  x = x->Next();
 }
 if ((count == 1) && (current) && (Commands->Get_ID(current)))
 {
  return current;
 }
 else
 {
```

```
  return 0;
 }
}

int SCRIPTS_API Get_Part_Names(const char *name1)
{
 SLNode<SmartGameObj> *x = GameObjManager::SmartGameObjList.Head();
 int count = 0;
 while (x)
 {
  GameObject *o = (GameObject *)x->Data();
  if (o && Commands->Is_A_Star(o))
  {
   const char *name = Get_Player_Name(o);
   if (stristr(name,name1))
   {
    count++;
   }
   delete[] name;
  }
  x = x->Next();
 }
 return count;
}
```