Subject: Re: AirStrike function
Posted by jnz on Wed, 05 Dec 2007 15:35:33 GMT

What you should do is when you call a function which is supposed to return a pointer to something, check the pointer to make sure it isn't NULL.

```
GameObject *a101 = Commands->Find_Object(A10ID);
if(!a101)
{
  //an error
}
```