Subject: (Crash)bug in SSGM 2.0.2
Posted by Yrr on Fri, 06 Jun 2008 16:06:06 GMT
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Hi folks,

there is a bug in the latest SSGM version 2.0.2 which can cause a crash.
This is caused by SSGMData::PowerupPurchaseHookID not being initialized.

To fix that, edit gmmain.cpp and replace

```
SSGMData::SSGMData() {
 Mod = 0;
 PlayerPurchaseHookID = 0;
 VehiclePurchaseHookID = 0; // line 587
 ObjectHookID = 0;
 ObjectHookStruct = 0;
 AllowGamelogWrite = false;
}
```

with

```
SSGMData::SSGMData() {
 Mod = 0;
 PlayerPurchaseHookID = 0;
 VehiclePurchaseHookID = 0; // line 587
 PowerupPurchaseHookID = 0; // ADD THIS LINE
 ObjectHookID = 0;
 ObjectHookStruct = 0;
 AllowGamelogWrite = false;
}
```


Greetings,
 Marc