1. Line “ALLmoons = new Moon[NoOfTotalMoons];” was causing errors, CB fox was to replace it with “ALLmoons = new Moon[480];”
   1. I believe there is an issue with calculating the “NoOfTotalMoons” as it should always be equal to the about of moon slots needed for each system, but it seemingly isn’t so for now I have temporarily changed it to 480 – the maximum number of moons there can be in a system. However this is most certainly a CB fix and needs to be redone eventually at a later date when I can figure it out – Arcturus