Subject: Re: Script Request
Posted by _SSnipe_ on Thu, 15 May 2008 16:56:13 GMT

reborn wrote on Thu, 15 May 2008 03:02Set_Lightning and Set_War_Blitz are part of the script Commands class, you need to put "Commands->" before them when using them. You compilers error message earlier was miss-leading, but I checked and it is part of that class.

I also checked these functions out at some point last year and noticed the effects seemed to do very little, if not nothing at all. Perhaps the distance and spread stuff is very sensitive, try diffrent float values ranging from very large to very small.
i have added commands-> and yet i get a new error

1>.\gmmain.cpp(1599) : error C2065: 'commands' : undeclared identifier
1>.\gmmain.cpp(1599) : error C2227: left of '->Set_War_Blitz' must point to class/struct/union/generic type
1>   type is "unknown-type"
1>.\gmmain.cpp(1608) : error C2065: 'commands' : undeclared identifier
1>.\gmmain.cpp(1608) : error C2227: left of '->Set_Lightning' must point to class/struct/union/generic type
1>   type is "unknown-type"