
Subject: Re: Ispec script release

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 04:49:15 GMT

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Guys, sorry that i'm posting on this old thread, but i need help.
This is what i did.

spect.h

```
class Player_Spectate : public ScriptImpClass {
public:
void Created(GameObject *obj);
};
```

spect.cpp

```
#include "scripts.h"
#include "engine.h"
#include "spect.h"
```

```
void Player_Spectate::Created(GameObject *obj) {
Commands->Set_Is_Visible(obj,false);
Commands->Set_Model(obj,"null");
Commands->Set_Shield_Type(obj,"Blamo");
Commands->Clear_Weapons(obj);
Toggle_Fly_Mode(obj);
Commands->Disable_All_Collisions(obj);
}
ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

added on gmmain.cpp

```
class spectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
if (Is_Script_Attached(obj,"Player_Spectate")) {
Commands->Destroy_Object(obj);
}
else {
Commands->Attach_Script(obj,"Player_Spectate","");
}
}
};
ChatCommandRegistrant<spectateChatCommand>
spectateChatCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

I modified the code so there could not be the permission thing.

The problem is that i get alot of errors that i dont understand.

Here are the errors:

```
Quote:.\gmmain.cpp(1345) : error C2143: syntax error : missing ';' before '}'
.\gmmain.cpp(1335) : error C2059: syntax error : '}'
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.\gmmain.cpp(1335) : error C2059: syntax error : '}'
.\gmmain.cpp(1337) : error C2059: syntax error : 'if'
.\gmmain.cpp(1337) : error C2143: syntax error : missing ';' before '{'
.\gmmain.cpp(1337) : error C2447: '{' : missing function header (old-style formal list?)
.\gmmain.cpp(1340) : error C2059: syntax error : 'else'
.\gmmain.cpp(1340) : error C2143: syntax error : missing ';' before '{'
.\gmmain.cpp(1340) : error C2447: '{' : missing function header (old-style formal list?)
.\gmmain.cpp(1343) : error C2059: syntax error : '}'
.\gmmain.cpp(1343) : error C2143: syntax error : missing ';' before '}'
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```

Can anybody help?
