Subject: Re: !tdonate

Posted by ExEric3 on Sun, 13 Jul 2008 01:20:21 GMT

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I cannot compile it. There are errors:

1 error C2220: warning treated as error - no 'object' file generated 1369

2 warning C4244: 'initializing': conversion from 'double' to 'float', possible loss of data 1369 3 warning C4244: 'initializing': conversion from 'float' to 'int', possible loss of data 1375 4 warning C4244: 'argument': conversion from 'int' to 'float', possible loss of data 1382

Can someone help?

File Attachments

1) tdon_error.JPG, downloaded 458 times

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* C:\Ex2\gmmain.cpp - Notepad2 Súbor Upravy Zobraziť Nastavenia Pomoc Q Q 1 44 10° 8 1 1 1 1 1 tac **=**₽ 1364 class tdonateChatCommand : public ChatCommandClass { 1365 1366 →GameObject *obj = Get_GameObj(ID); 1367 1368 \rightarrow **if** \cdot (!Text[1].empty()) \cdot { >float money = atof(Text[1].c_str()); 1369 >float clientmoney = Commands->Get_Money(obj); 1370 1371 →if (clientmoney >= money) { 1372 →int Team = Get_Team(ID); 1373 >int count = Get_Team_Player_Count(Team); →if (count >> 1) { 1374 1375 →int amounttodonate = money/(count - 1); 1376 →Commands->Give_Money(obj,(money * -1),false); →GenericSLNode·*x·=·BaseGameObjList->HeadNode; 1377 →while (x) { 1378 →GameObject *o·= (GameObject *)x->NodeData; 1379 →if (o && Commands->Is_A_Star(o) && (Commands->G 1380 →if (Get_Player_ID(o) != ID) { 1381 → Commands->Give_Money(o, amounttodonate, f. 1382 →Console_Input(StrFormat("ppage %d [SSGM 1383 1384 1385 1386 →x·=·x->NodeNext; 1387 1388 →} →else { 1389 →Console_Input(StrFormat("ppage %d [SSGM]: Dude, you're the o 1390 1391 → }: 1392 1393 →else { 1394 →Console_Input(StrFormat("ppage %d [SSGM]: You do not have \$%i, plea: 1395 1396 →} 1397 1398 }; ChatCommandRegistrant<tdonateChatCommand> tdonateChatCommandReg("!tdonate",CHATTYPE_ALL, 1399 1400 class block_harvnChatCommand : public ChatCommandClass { 1401 →void Triggered(int ID, const TokenClass &Text, int ChatType) { 1402 →if (is_mod(Get_Player_Name_By_ID(ID))) { 1403 →int Team; 1404 1405 →Team = Get_Team(ID); →if (Team == 0) { 1406 → GameObject *obj = Find Harvester(0): 1407 CR+LF INS C/C++ Source Code Ln 1 386 : 1 459 Col 42 Sel 0 48,39 KB ANSI