
Subject: Re: C++ error

Posted by [YazooGang](#) on Sat, 13 Dec 2008 20:31:27 GMT

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cAmpa wrote on Sat, 13 December 2008 14:24Quote:Like the weapon i'm currently holding.
i think thats the problem lol

?? state is nothing in your code = undeclared identifier

And wtf is a "aa command"?

A commands like !help !buy !kick ect...

and i got the state thing from the this code

```
if (state == WeaponClass::WS_RELOADING){
    barx = (float)draw.Draw_Single_Line(D3DCOLOR_XRGB(255,255,0), 0, 0, L"Charging... ");
    barx *= draw.GetScalar();
    DrawChargeBar(barx, 0.003f, 0.02f, 0.004f, 1.0f-(1.0f/reloadtime*statetime),
D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(0,0,0));
} else if (maxammo == 0 && _ammo == 0)
    draw.Draw_Single_Line(D3DCOLOR_XRGB(255,0,0), 0, 0, L"Battery depleted.");
else
    draw.Draw_Single_Line(D3DCOLOR_XRGB(0,255,0), 0, 0, L"Charged.");
```

```
if (g_pPICBatch->Serialize())
    g_pPICBatch->Render();
```
