
Subject: Re: Timer with a chat class command?
Posted by [jnz](#) on Wed, 25 Mar 2009 07:33:53 GMT

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whtdrgnpl wrote on Wed, 25 March 2009 04:13: How do I use a timer with a chat class command?

I've been trying to use this on one of them:

```
Commands->Start_Timer(obj,this,3.0f,1);
```

but I keep getting this error:

```
1>.\RTSplugin.cpp(2738) : error C2664: 'void (GameObject *,ScriptClass *,float,int)' : cannot  
convert parameter 2 from 'BuildCommand *const ' to 'ScriptClass *'
```

```
1>      Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or  
function-style cast
```

```
1>.\RTSplugin.cpp(2738) : error C2664: 'void (GameObject *,ScriptClass *,float,int)' : cannot  
convert parameter 1 from 'int' to 'GameObject *'
```

```
1>      Conversion from integral type to pointer type requires reinterpret_cast, C-style cast or  
function-style cast
```

You can't, the chat command class has nothing to do with ScriptImpClass
