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Subject: Re: C++ help question  
Posted by [Zuess](#) on Thu, 16 Apr 2009 01:24:13 GMT  
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in the .h file, create the structure.

Then whatever .cpp file you want to use your function in, do an

```
#include <original_file.h>
/* in gmmain.h */
```

```
struct VeteranPlayers {
    std::string PlayerName;
    int VeteranPoints;
};

std::vector<VeteranPlayers> VetInfo;
int VetCheckPoints(int ID);
```

in your code

```
#include <gmain.h>

void whateverfunction(int ID)
{
    int points = VetCheckPoints(ID);
    /* DO SOMETHING */
}
```

I'll double check my syntax when I get home

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