Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Sat, 09 May 2009 22:26:24 GMT

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Gen_Blacky wrote on Sat, 09 May 2009 17:24

illegal else without matching if

  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }

I'm guessing that's part of the power plant revive command. You will need to post that whole
command for me to fix it for you.
Also, you don't need to get the GameObject of the player.