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Subject: Re: C++ void On\_Player\_Death???

Posted by [MutateMeh](#) on Wed, 07 Jul 2010 15:00:04 GMT

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Okay you will maybe laugh with this but.. i tried something with the change\_spawn\_character and the error seams clear, but i just don't understand what it means xD

Code:

```
void MutateMeh_Death_Script::Killed(GameObject *obj,GameObject *shooter)
{
if (Commands->Get_Player_Type(obj) == 1)
{
Change_Team(obj, 0);
Change_Spawn_Char(obj, "Nun");
}
}
ScriptRegistrant<MutateMeh_Death_Script>
MutateMeh_Death_Script_Registrant("MutateMeh_Death_Script","");
```

Error:

```
1>.\gmmain.cpp(1311) : error C2664: 'Change_Spawn_Char' : cannot convert parameter 1 from
'GameObject *' to 'int'
```

```
1>    There is no context in which this conversion is possible
```

```
1>Creating browse information file...
```

```
1>Microsoft Browse Information Maintenance Utility Version 9.00.30729
```

```
1>Copyright (C) Microsoft Corporation. All rights reserved.
```

```
1>Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/SSGM
Source/tmp/scripts/debug/BuildLog.htm"
```

```
1>SSGM - 1 error(s), 0 warning(s)
```

```
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

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