
Subject: DynamicVectorClass problems

Posted by [halo2pac](#) on Sat, 10 Sep 2011 20:49:56 GMT

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Hey guys,

So I am trying to make a .. of my custom class 'Gamer'

But the compiler keeps erroring at :

engine_vector.h

```
virtual int ID(T const &object)
{
    for (int index = 0; index < Count(); index++)
    {
        ----->> if ((*this)[index] == object)
        {
            return(index);
        }
    }
    return -1;
}
```

my code:

```
DynamicVectorClass<Gamer> Gamers;
```

```
#include "engine_io.h"
```

```
class Gamer
```

```
{
```

```
public:
```

```
//Gamer();
```

```
Gamer(const char *Nick);
```

```
StringClass PlayerName;
```

```
int Deaths;
```

```
int CurrentKills;
```

```
};
```

```
Gamer::Gamer(const char *Nick)
```

```
{
```

```
PlayerName = Nick;
```

}

I have no idea why this is not working...
any help is appreciated!
