Subject: Re: 4.0 doesn't support some stuff that 3.4 did?? Posted by robbyke on Wed, 30 May 2012 23:42:04 GMT View Forum Message <> Reply to Message

fix the registrant :

```
template <class T> class ChatCommandRegistrant : public ChatCommandList {
  public:
    ChatCommandRegistrant(const char *Command,int NumParams) {
     char *Comm = newstr(Command);
     char *p = strtok(Comm,";");
     while (p) {
        ChatCommandClass *Temp = new T;
        Add_Chat_Command(Temp,p,NumParams);
        p = strtok(0,";");
     }
     delete[] Comm;
};
```

could be this fixes your problem, could be it doesnt i dont know where things go wrong in your code if i dont see it

Also your plugin will compile but wont work as you placed your commandclass in ssgm instead of your plugin

You have to place them inside your own plugin otherwise it wont work

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums