Subject: Re: 4.0 doesn't support some stuff that 3.4 did??
Posted by Distrbd21 on Thu, 31 May 2012 00:31:34 GMT
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robbyke wrote on Wed, 30 May 2012 18:42fix 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

I did place it in my own plugin after talking to you, I get no other error's but that one.

and I get this error now.
c:\users\distrbd21\documents\visual studio 2010\projects\source\weapons\WeapChatClass.h(37): error C2504: 'ChatCommandList' : base class undefined
2>   Weapons.cpp(41) : see reference to class template instantiation 'ChatCommandRegistrant<T>' being compiled
2>   with
2>   [
2>   T=railgun1ChatCommand
2>   ]