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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by [ExEric3](#) on Sat, 09 Jun 2012 18:33:59 GMT

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What is wrong on this code (beta 5):

```
void VeteranSystem::OnObjectCreate(void *data,GameObject *obj)
{
if (Commands->Is_A_Star(obj) && obj->As_SoldierGameObj() )
{
Attach_Script_Once(obj, "Veteran_Player", "");
Update_Player(Get_Player_ID(obj), obj);
}
else if ( obj->As_VehicleGameObj() )
{
Attach_Script_Once(obj, "Veteran_Vehicle", "");
}
else if (!obj)
{
Attach_Script_Once(obj, "Veteran_C4", "");
}
else if (obj->As_BeaconGameObj() )
{
Attach_Script_Once(obj, "Veteran_Beacon", "");
}
else if (obj->As_BuildingGameObj() )
{
Attach_Script_Once(obj, "Veteran_Building", "");
}
}
}
```

I get this error:

```
21> Veteran.cpp
```

```
21>Veteran.cpp(609): error C2039: 'As_BeaconGameObj' : is not a member of
'ScriptableGameObj'
```

```
21>      c:\ssgm4 beta 5\scripts\ScriptableGameObj.h(50) : see declaration of
'ScriptableGameObj'
```

```
21>
```

```
21>Build FAILED.
```

Thanks for help.

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