
Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA

Posted by [ExEric3](#) on Sat, 09 Jun 2012 21:11:44 GMT

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Xpert wrote on Sat, 09 June 2012 20:53iRANian wrote on Sat, 09 June 2012 14:42Dunno, try using Is_Beacon() instead.

That doesn't exist anymore.

Neither does the following:

Is_C4

Is_Building

Is_Soldier

Is_Vehicle

For Is_Beacon:

```
if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj())
```

For Is_C4:

```
else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj())
```

For Is_Building:

```
if (obj->As_BuildingGameObj())
```

For Is_Soldier:

```
if (obj->As_SoldierGameObj())
```

For Is_Vehicle:

```
if (killed->As_VehicleGameObj())
```

So code is:

```
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", "");  
}
```

```
[B]else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj() )[/B]
```

```
{  
Attach_Script_Once(obj, "Veteran_C4", "");  
}
```

```
}  
[B]else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj()  
)[/B]  
{  
    Attach_Script_Once(obj, "Veteran_Beacon", "");  
}  
else if (obj->As_BuildingGameObj() )  
{  
    Attach_Script_Once(obj, "Veteran_Building", "");  
}  
}
```

Compile log (bold are bad lines):

```
21>Veteran.cpp(605): error C2027: use of undefined type 'PhysicalGameObj'  
21>      c:\ssgm4 beta 5\scripts\engine_ttdef.h(17) : see declaration of 'PhysicalGameObj'  
21>Veteran.cpp(605): error C2227: left of '->As_C4GameObj' must point to  
class/struct/union/generic type  
21>Veteran.cpp(609): error C2027: use of undefined type 'PhysicalGameObj'  
21>      c:\ssgm4 beta 5\scripts\engine_ttdef.h(17) : see declaration of 'PhysicalGameObj'  
21>Veteran.cpp(609): error C2227: left of '->As_BeaconGameObj' must point to  
class/struct/union/generic type
```

So what you think Xpert? Thx
