
Subject: !spec script release

Posted by [renalpha](#) on Mon, 05 May 2008 10:15:42 GMT

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Usage,

Uses a mods.txt file for the people who are allowed to spec, this also can be hard coded but i dont know how to do that since im not awesome o coder.

I think the following installation is fine though i didnt used the code anymore so idk.

i tested it and it was working without crashes bugs etc.

gmscripts.cpp : source file

```
void Player_Spectate::Created(GameObject *obj) {
Commands->Set_Is_Visible(obj,false);
Commands->Set_Model(obj,"null");
Commands->Set_Shield_Type(obj,"Blamo");
Commands->Clear_Weapons(obj);
Toggle_Fly_Mode(obj);
Commands->Disable_All_Collisions(obj);
}
class spectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
if(Is_Mod(Get_Player_Name_By_ID(ID))) {
if (Is_Script_Attached(obj,"Player_Spectate")) {
Commands->Destroy_Object(obj);
}
else {
Commands->Attach_Script(obj,"Player_Spectate","");
}
}
}
};
ChatCommandRegistrant<spectateChatCommand>
spectateChatCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);
ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

gmmain.cpp

```
/* Renegade Scripts.dll
SSGM main functions and classes
Copyright 2007 Vloktboky, Whitedragon(MDB), Mac, Jonathan Wilson
This file is part of the Renegade scripts.dll
```

The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.

In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.

Only the source code to the module(s) containing the licenced code has to be released.

```
*/
#include<fstream>
usingnamespace std;
#include<stdarg.h>
#include"scripts.h"
#include"date.h"
#include"engine.h"
#include"gmmain.h"
#ifdef WIN32
#include<ddeml.h>
#else
#include <dlfcn.h>
#endif

bool OkLoad = false;
#ifdef WIN32
extern void *bhs;
UnloaderClass Unloader;
#endif
DataStruct *Data = 0;
SettingsStruct *Settings = 0;
bool Is_Mod(constchar *Name)
{
fstream file("mods.txt", ios::in);
string tmp;
while(file >> tmp)
{
if(strcmp(Name, tmp.c_str()) == 0)
{
return 1;
}
}
return 0;
}
```

Header script

```
class Player_Spectate : public ScriptImpClass {
public:
```

```
void Created(GameObject *obj);  
};
```

Subject: Re: !spec script release
Posted by [Hex](#) on Mon, 05 May 2008 12:32:33 GMT
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Why release something that someone else has and you just did a few edits?

At least give credits

Subject: Re: !spec script release
Posted by [_SSnipe_](#) on Mon, 05 May 2008 13:50:14 GMT
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i tried to made one JUST like that white dragon fixed it up to be the same way u have it...so old news for me hex is right but one thing is....u move to slow find a wya to increase the speed

Subject: Re: !spec script release
Posted by [reborn](#) on Mon, 05 May 2008 13:53:34 GMT
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No, but you can teleport yourself... or rather set_pos

Subject: Re: !spec script release
Posted by [_SSnipe_](#) on Mon, 05 May 2008 14:09:52 GMT
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reborn wrote on Mon, 05 May 2008 06:53No, but you can teleport yourself... or rather set_pos
i think to make it better it whould be better if u can set ur pos to the guy ur spectating cause that code u move to damn slow...

Subject: Re: !spec script release
Posted by [reborn](#) on Mon, 05 May 2008 14:14:37 GMT
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Yeah, you could get the position of the guy you want to spectates `GameObject *`, then set you position to his position, but maybe `.Z += 3.0f` of something on that dudes `Vector3` position before you set your position there, so you're just above his head.

Subject: Re: !spec script release
Posted by [_SSnipe_](#) on Mon, 05 May 2008 14:24:52 GMT
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reborn wrote on Mon, 05 May 2008 07:14 Yeah, you could get the position of the guy you want to spectates GameObject *, then set you position to his position, but maybe .Z += 3.0f of something on that dudes Vector3 position before you set your position there, so you're just above his head. i dont know c++ so im hoping someone can add that cuase then id love to use it in the one i got which is pretty much the same hting but i dont wanna piss everyone off agian by askin

Subject: Re: !spec script release
Posted by [renalpha](#) on Mon, 05 May 2008 15:32:06 GMT
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Hex wrote on Mon, 05 May 2008 14:32 Why release something that someone else has and you just did a few edits?

At least give credits
i dont give credits to ppl who made something that didnt work...

Subject: Re: !spec script release
Posted by [mrÅ£Äz](#) on Mon, 05 May 2008 15:50:55 GMT
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Attach the Player to another palyer, then you have a Spectate mode

Subject: Re: !spec script release
Posted by [Mackinsey](#) on Mon, 05 May 2008 18:44:58 GMT
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renalpha wrote on Mon, 05 May 2008 10:32 Hex wrote on Mon, 05 May 2008 14:32 Why release something that someone else has and you just did a few edits?

At least give credits
i dont give credits to ppl who made something that didnt work...
But witte helped you a bit, with the mods.txt.
Look here
And i don't think if you arent a good coder, that u coded the rest of it.

Subject: Re: !spec script release
Posted by [renalpha](#) on Mon, 05 May 2008 19:17:14 GMT
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im not a good coder i used piece of codes and read tutorial sites.

also i did not knew that witte posted that code there.

so ye i still figured it out myself
kthx

Subject: Re: !spec script release
Posted by [jnz](#) on Mon, 05 May 2008 20:39:03 GMT
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renalpha wrote on Mon, 05 May 2008 16:32Hex wrote on Mon, 05 May 2008 14:32Why release something that someone else has and you just did a few edits?

At least give credits
i dont give credits to ppl who made something that didnt work...

Is_Mod works just fine :/

Subject: Re: !spec script release
Posted by [Hex](#) on Mon, 05 May 2008 20:51:28 GMT
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renalpha wrote on Mon, 05 May 2008 11:32Hex wrote on Mon, 05 May 2008 14:32Why release something that someone else has and you just did a few edits?

At least give credits
i dont give credits to ppl who made something that didnt work...

What was posted http://www.renegadeforums.com/index.php?t=msg&goto=277603&rid=2253&srch=spec#msg_277603 works fine, it was a cut down version of what we have used for ages

Subject: Re: !spec script release
Posted by [Jerad2142](#) on Wed, 07 May 2008 23:06:28 GMT
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Its still proper to give credit to the person that made the original code, even if it does not work.
Especially sense under American law anything a person writes is copyrighted.

Subject: Re: !spec script release
Posted by [renalpha](#) on Sun, 11 May 2008 14:16:37 GMT

lol cred to hex
kthxbaigoawaynub

Subject: Re: !spec script release
Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 22:01:05 GMT
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renalpha wrote on Mon, 05 May 2008 05:15Usage,

Uses a mods.txt file for the people who are allowed to spec,
this also can be hard coded but i dont know how to do that
since im not awesome o coder.

I think the following installation is fine though i didnt used the code anymore so idk.

i tested it and it was working without crashes bugs etc.

gmscripts.cpp : source file

```
void Player_Spectate::Created(GameObject *obj) {
    Commands->Set_Is_Visible(obj,false);
    Commands->Set_Model(obj,"null");
    Commands->Set_Shield_Type(obj,"Blamo");
    Commands->Clear_Weapons(obj);
    Toggle_Fly_Mode(obj);
    Commands->Disable_All_Collisions(obj);
}
class spectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    if(Is_Mod(Get_Player_Name_By_ID(ID))) {
    if (Is_Script_Attached(obj,"Player_Spectate")) {
    Commands->Destroy_Object(obj);
    }
    else {
    Commands->Attach_Script(obj,"Player_Spectate","");
    }
    }
    };
ChatCommandRegistrant<spectateChatCommand>
spectateChatCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);
ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

gmmain.cpp

```
/* Renegade Scripts.dll
SSGM main functions and classes
Copyright 2007 Vloktboky, Whitedragon(MDB), Mac, Jonathan Wilson
This file is part of the Renegade scripts.dll
The Renegade scripts.dll is free software; you can redistribute it and/or modify it under
the terms of the GNU General Public License as published by the Free
Software Foundation; either version 2, or (at your option) any later
version. See the file COPYING for more details.
In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed
source module that does not contain code covered by this licence.
Only the source code to the module(s) containing the licenced code has to be released.
*/
#include<fstream>
usingnamespace std;
#include<stdarg.h>
#include"scripts.h"
#include"date.h"
#include"engine.h"
#include"gmmain.h"
#ifdef WIN32
#include<ddeml.h>
#else
#include <dlfcn.h>
#endif

bool OkLoad = false;
#ifdef WIN32
extern void *bhs;
UnloaderClass Unloader;
#endif
DataStruct *Data = 0;
SettingsStruct *Settings = 0;
bool Is_Mod(constchar *Name)
{
fstream file("mods.txt", ios::in);
string tmp;
while(file >> tmp)
{
if(strcmp(Name, tmp.c_str()) == 0)
{
return 1;
}
}
return 0;
}
```

Header script

```
class Player_Spectate : public ScriptImpClass {  
public:  
void Created(GameObject *obj);  
};
```

Umm, sorry for asking this, but how do you make this work?

Subject: Re: !spec script release
Posted by [renalpha](#) on Sun, 11 May 2008 23:05:29 GMT
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c++?

Subject: Re: !spec script release
Posted by [HeavyX101- Left](#) on Sun, 11 May 2008 23:10:13 GMT
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SHIT

I do have c++ but i dont know what to save the file as and stuff. Could you guys help me?

Subject: Re: !spec script release
Posted by [Jerad2142](#) on Wed, 14 May 2008 08:41:31 GMT
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renalpha wrote on Sun, 11 May 2008 17:05c++?
C++

Subject: Re: !spec script release
Posted by [renalpha](#) on Wed, 14 May 2008 17:03:02 GMT
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Jerad Gray wrote on Wed, 14 May 2008 10:41renalpha wrote on Sun, 11 May 2008 17:05c++?
C++
im sorry i typed that however ur reply was just lame.
kthx

Subject: Re: Ispec script release
Posted by [HeavyX101- Left](#) on Thu, 15 May 2008 19:08:39 GMT
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Can i use Notepad++ instead of C++
Here is where you could get Notpepad++ :
<http://sourceforge.net/projects/notepad-plus/>

Subject: Re: Ispec script release
Posted by [renalpha](#) on Thu, 15 May 2008 19:18:17 GMT
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probally it wont compile
just buy Visual studios and start enjoying it.

Subject: Re: Ispec script release
Posted by [HeavyX101- Left](#) on Thu, 15 May 2008 19:43:20 GMT
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I just copy and paste the first code into C++ and then save is as "gmscripts.cpp" and then copy
paste the second code into a completely new c++ file and then save it as "gmmain.cpp"
And i didnt get the last part.
(Is this code for renegade or fds?)

Subject: Re: Ispec script release
Posted by [reborn](#) on Thu, 15 May 2008 19:45:55 GMT
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Follow this tutorial for setting up a build environment:

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=3> 415

Subject: Re: Ispec script release
Posted by [slavik262](#) on Thu, 15 May 2008 21:35:40 GMT
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renalpha wrote on Thu, 15 May 2008 14:18probally it wont compile
just download Visual studios from some warez site and start enjoying it.

You do realize that the Express Edition, which is all you need to write scripts (and frankly, do
almost anything else) , is completely free?

Subject: Re: !spec script release

Posted by [HeavyX101- Left](#) on Fri, 16 May 2008 02:02:44 GMT

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Hey guys, ive downloaded c++ and now i got errors when i was trying to make this code work. Here is the error:

```
HERE 1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----
```

```
1>Compiling...
```

```
1>gmscripts.cpp
```

```
1>.\gmscripts.cpp(2166) : error C2653: 'Player_Spectate' : is not a class or namespace name
```

```
1>.\gmscripts.cpp(2177) : error C3861: 'Is_Mod': identifier not found
```

```
1>.\gmscripts.cpp(2188) : error C2065: 'Player_Spectate' : undeclared identifier
```

```
1>.\gmscripts.cpp(2188) : error C2514: 'ScriptRegistrant' : class has no constructors
```

```
1> c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
```

```
1>gmmain.cpp
```

```
1>.\gmmain.cpp(1310) : error C2146: syntax error : missing ';' before identifier 'std'
```

```
1>.\gmmain.cpp(1310) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
```

```
1>.\gmmain.cpp(1310) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
```

```
1>.\gmmain.cpp(1310) : error C2365: 'std' : redefinition; previous definition was 'namespace'
```

```
1>c:\westwood\renegadefds\server\scripts.h(53) : error C2365:
```

```
'ACTION_COMPLETE_ATTACK_OUT_OF_RANGE' : redefinition; previous definition was 'enumerator'
```

```
1> c:\westwood\renegadefds\server\scripts.h(53) : see declaration of
```

```
'ACTION_COMPLETE_ATTACK_OUT_OF_RANGE'
```

```
1>c:\westwood\renegadefds\server\scripts.h(54) : error C2365:
```

```
'ACTION_COMPLETE_MOVE_NO_PROGRESS_MADE' : redefinition; previous definition was 'enumerator'
```

```
1> c:\westwood\renegadefds\server\scripts.h(54) : see declaration of
```

```
'ACTION_COMPLETE_MOVE_NO_PROGRESS_MADE'
```

```
1>c:\westwood\renegadefds\server\scripts.h(55) : error C2365:
```

```
'ACTION_COMPLETE_PATH_BAD_DEST' : redefinition; previous definition was 'enumerator'
```

```
1> c:\westwood\renegadefds\server\scripts.h(55) : see declaration of
```

```
'ACTION_COMPLETE_PATH_BAD_DEST'
```

```
1>c:\westwood\renegadefds\server\scripts.h(56) : error C2365:
```

```
'ACTION_COMPLETE_PATH_BAD_START' : redefinition; previous definition was 'enumerator'
```

```
1> c:\westwood\renegadefds\server\scripts.h(56) : see declaration of
```

```
'ACTION_COMPLETE_PATH_BAD_START'
```

```
1>c:\westwood\renegadefds\server\scripts.h(57) : error C2365:
```

```
'ACTION_COMPLETE_LOW_PRIORITY' : redefinition; previous definition was 'enumerator'
```

```
1> c:\westwood\renegadefds\server\scripts.h(57) : see declaration of
```

```
'ACTION_COMPLETE_LOW_PRIORITY'
```

```
1>c:\westwood\renegadefds\server\scripts.h(59) : error C2365: 'ACTION_COMPLETE_NORMAL' : redefinition; previous definition was 'enumerator'
```

```
1> c:\westwood\renegadefds\server\scripts.h(59) : see declaration of
```

```
'ACTION_COMPLETE_NORMAL'
```

```
1>c:\westwood\renegadefds\server\scripts.h(59) : error C2371: 'ActionCompleteReason' : redefinition; different basic types
```

```

1> c:\westwood\renegadefds\server\scripts.h(59) : see declaration of 'ActionCompleteReason'
1>c:\westwood\renegadefds\server\scripts.h(61) : error C2011: 'SeralizeInfoStr' : 'struct' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(61) : see declaration of 'SeralizeInfoStr'
1>c:\westwood\renegadefds\server\scripts.h(68) : error C2011: 'Vector3' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\scripts.h(68) : see declaration of 'Vector3'
1>c:\westwood\renegadefds\server\scripts.h(93) : error C2011: 'CombatSound' : 'struct' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(93) : see declaration of 'CombatSound'
1>c:\westwood\renegadefds\server\scripts.h(99) : error C2011: 'GameObjObserverClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\scripts.h(99) : see declaration of
'GameObjObserverClass'
1>c:\westwood\renegadefds\server\scripts.h(126) : error C2011: 'ScriptClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(126) : see declaration of 'ScriptClass'
1>c:\westwood\renegadefds\server\scripts.h(129) : error C2011: 'ScriptImpClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(129) : see declaration of 'ScriptImpClass'
1>c:\westwood\renegadefds\server\scripts.h(187) : error C2011: 'ActionParamsStruct' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\scripts.h(187) : see declaration of 'ActionParamsStruct'
1>c:\westwood\renegadefds\server\scripts.h(447) : error C2011: 'ScriptFactory' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(447) : see declaration of 'ScriptFactory'
1>c:\westwood\renegadefds\server\scripts.h(462) : error C2011: 'ScriptRegistrar' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(462) : see declaration of 'ScriptRegistrar'
1>c:\westwood\renegadefds\server\scripts.h(480) : error C2953: 'ScriptRegistrant' : class template
has already been defined
1> c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
1>c:\westwood\renegadefds\server\scripts.h(488) : error C2244: 'ScriptRegistrant<T>::Create' :
unable to match function definition to an existing declaration
1> c:\westwood\renegadefds\server\scripts.h(479) : see declaration of
'ScriptRegistrant<T>::Create'
1> definition
1> 'ScriptImpClass *ScriptRegistrant::Create(void)'
1> existing declarations
1> 'ScriptImpClass *ScriptRegistrant<T>::Create(void)'
1>c:\westwood\renegadefds\server\scripts.h(653) : error C2143: syntax error : missing ')' before
'constant'
1>c:\westwood\renegadefds\server\scripts.h(653) : error C2143: syntax error : missing ';' before
'constant'
1>c:\westwood\renegadefds\server\scripts.h(653) : error C2059: syntax error : ')'
1>c:\westwood\renegadefds\server\scripts.h(654) : error C2143: syntax error : missing ')' before
'constant'
1>c:\westwood\renegadefds\server\scripts.h(654) : error C2143: syntax error : missing ';' before
'constant'

```

1>c:\westwood\renegadefds\server\scripts.h(654) : error C2059: syntax error : ')'
1>c:\westwood\renegadefds\server\scripts.h(695) : error C2011: 'ScriptCommands' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\scripts.h(695) : see declaration of 'ScriptCommands'
1>c:\westwood\renegadefds\server\engine_vector.h(55) : error C2953: 'VectorClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(55) : see declaration of 'VectorClass'
1>c:\westwood\renegadefds\server\engine_vector.h(130) : error C2953: 'DynamicVectorClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(130) : see declaration of 'DynamicVectorClass'
1>c:\westwood\renegadefds\server\engine_vector.h(248) : error C2953: 'SimpleVecClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(248) : see declaration of 'SimpleVecClass'
1>c:\westwood\renegadefds\server\engine_vector.h(339) : error C2953: 'SimpleDynVecClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(339) : see declaration of 'SimpleDynVecClass'
1>c:\westwood\renegadefds\server\engine_vector.h(341) : error C2011: 'GenericNode' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(341) : see declaration of 'GenericNode'
1>c:\westwood\renegadefds\server\engine_vector.h(348) : error C2011: 'GenericList' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(348) : see declaration of 'GenericList'
1>c:\westwood\renegadefds\server\engine_vector.h(358) : error C2953: 'List' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(358) : see declaration of 'List'
1>c:\westwood\renegadefds\server\engine_vector.h(370) : error C2953: 'IndexClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(370) : see declaration of 'IndexClass'
1>c:\westwood\renegadefds\server\engine_vector.h(372) : error C2011: 'MultiListNodeClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(372) : see declaration of 'MultiListNodeClass'
1>c:\westwood\renegadefds\server\engine_vector.h(380) : error C2011: 'GenericMultiListClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(380) : see declaration of 'GenericMultiListClass'
1>c:\westwood\renegadefds\server\engine_vector.h(387) : error C2011: 'MultiListObjectClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(387) : see declaration of 'MultiListObjectClass'
1>c:\westwood\renegadefds\server\engine_vector.h(396) : error C2953: 'MultiListClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(396) : see declaration of 'MultiListClass'
1>c:\westwood\renegadefds\server\engine_vector.h(401) : error C2953: 'RefMultiListClass' : class template has already been defined

1> c:\westwood\renegadefds\server\engine_vector.h(401) : see declaration of 'RefMultiListClass'
1>c:\westwood\renegadefds\server\engine_vector.h(404) : error C2011: 'GenericSLNode' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(404) : see declaration of 'GenericSLNode'
1>c:\westwood\renegadefds\server\engine_vector.h(438) : error C2953: 'SList' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(438) : see declaration of 'SList'
1>c:\westwood\renegadefds\server\engine_vector.h(447) : error C2011: 'RefCountClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_vector.h(447) : see declaration of 'RefCountClass'
1>c:\westwood\renegadefds\server\engine_vector.h(503) : error C2953: 'ShareBufferClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(503) : see declaration of 'ShareBufferClass'
1>c:\westwood\renegadefds\server\engine_vector.h(546) : error C2953: 'EnlargeableBufferClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_vector.h(546) : see declaration of 'EnlargeableBufferClass'
1>c:\westwood\renegadefds\server\engine_threading.h(15) : error C2011: 'THREADNAME_INFO' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_threading.h(15) : see declaration of 'THREADNAME_INFO'
1>c:\westwood\renegadefds\server\engine_threading.h(22) : error C2011: 'CriticalSectionClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_threading.h(22) : see declaration of 'CriticalSectionClass'
1>c:\westwood\renegadefds\server\engine_io.h(20) : error C2011: 'FileClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_io.h(20) : see declaration of 'FileClass'
1>c:\westwood\renegadefds\server\engine_io.h(58) : error C2011: 'FileFactoryClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_io.h(58) : see declaration of 'FileFactoryClass'
1>c:\westwood\renegadefds\server\engine_io.h(65) : error C2011: 'ChunkHeader' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_io.h(65) : see declaration of 'ChunkHeader'
1>c:\westwood\renegadefds\server\engine_io.h(70) : error C2011: 'MicroChunkHeader' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_io.h(70) : see declaration of 'MicroChunkHeader'
1>c:\westwood\renegadefds\server\engine_io.h(75) : error C2011: 'IOVector2Struct' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_io.h(75) : see declaration of 'IOVector2Struct'
1>c:\westwood\renegadefds\server\engine_io.h(80) : error C2011: 'IOVector3Struct' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_io.h(80) : see declaration of 'IOVector3Struct'
1>c:\westwood\renegadefds\server\engine_io.h(86) : error C2011: 'IOVector4Struct' : 'struct' type

redefinition

1> c:\westwood\renegadefds\server\engine_io.h(86) : see declaration of 'IOVector4Struct'
1>c:\westwood\renegadefds\server\engine_io.h(93) : error C2011: 'IOQuaternionStruct' : 'struct'

type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(93) : see declaration of 'IOQuaternionStruct'
1>c:\westwood\renegadefds\server\engine_io.h(97) : error C2011: 'ChunkLoadClass' : 'class' type

redefinition

1> c:\westwood\renegadefds\server\engine_io.h(97) : see declaration of 'ChunkLoadClass'
1>c:\westwood\renegadefds\server\engine_io.h(127) : error C2011: 'ChunkSaveClass' : 'class'

type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(127) : see declaration of 'ChunkSaveClass'
1>c:\westwood\renegadefds\server\engine_io.h(149) : error C2011: 'INIClass' : 'class' type

redefinition

1> c:\westwood\renegadefds\server\engine_io.h(149) : see declaration of 'INIClass'
1>c:\westwood\renegadefds\server\engine_string.h(13) : error C2011: 'StringClass' : 'class' type

redefinition

1> c:\westwood\renegadefds\server\engine_string.h(13) : see declaration of 'StringClass'
1>c:\westwood\renegadefds\server\engine_string.h(131) : error C2011: 'WideStringClass' : 'class'

type redefinition

1> c:\westwood\renegadefds\server\engine_string.h(131) : see declaration of
'WideStringClass'

1>c:\westwood\renegadefds\server\engine_math.h(16) : error C2011: 'Vector2' : 'class' type

redefinition

1> c:\westwood\renegadefds\server\engine_math.h(16) : see declaration of 'Vector2'
1>c:\westwood\renegadefds\server\engine_math.h(37) : error C2011: '_Vector3MathFunctions' :
'class' type redefinition

1> c:\westwood\renegadefds\server\engine_math.h(37) : see declaration of
'_Vector3MathFunctions'

1>c:\westwood\renegadefds\server\engine_math.h(78) : error C2011: 'Vector4' : 'struct' type
redefinition

1> c:\westwood\renegadefds\server\engine_math.h(78) : see declaration of 'Vector4'
1>c:\westwood\renegadefds\server\engine_math.h(104) : error C2011: '_Vector4MathFunctions' :
'class' type redefinition

1> c:\westwood\renegadefds\server\engine_math.h(104) : see declaration of
'_Vector4MathFunctions'

1>c:\westwood\renegadefds\server\engine_math.h(122) : error C2011:
'_Vector4MathFunctionsSSE' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_math.h(122) : see declaration of
'_Vector4MathFunctionsSSE'

1>c:\westwood\renegadefds\server\engine_math.h(135) : error C2011: 'Matrix2' : 'struct' type
redefinition

1> c:\westwood\renegadefds\server\engine_math.h(135) : see declaration of 'Matrix2'
1>c:\westwood\renegadefds\server\engine_math.h(143) : error C2011: 'Matrix4' : 'struct' type

redefinition

1> c:\westwood\renegadefds\server\engine_math.h(143) : see declaration of 'Matrix4'
1>c:\westwood\renegadefds\server\engine_math.h(162) : error C2011: 'Matrix3D' : 'struct' type

redefinition

1> c:\westwood\renegadefds\server\engine_math.h(162) : see declaration of 'Matrix3D'

1>c:\westwood\renegadefds\server\engine_math.h(166) : error C2011: 'Vector3i' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_math.h(166) : see declaration of 'Vector3i'
1>c:\westwood\renegadefds\server\engine_math.h(173) : error C2011: 'RectClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_math.h(173) : see declaration of 'RectClass'
1>c:\westwood\renegadefds\server\engine_math.h(219) : error C2011: 'OBBoxClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_math.h(219) : see declaration of 'OBBoxClass'
1>c:\westwood\renegadefds\server\engine_math.h(227) : error C2084: function 'unsigned long F2DW(float)' already has a body
1> c:\westwood\renegadefds\server\engine_math.h(226) : see previous definition of 'F2DW'
1>c:\westwood\renegadefds\server\engine_math.h(233) : error C2084: function 'float rsqrtSSE(float)' already has a body
1> c:\westwood\renegadefds\server\engine_math.h(232) : see previous definition of 'rsqrtSSE'
1>c:\westwood\renegadefds\server\engine_net.h(15) : error C2011: 'Update' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\engine_net.h(15) : see declaration of 'Update'
1>c:\westwood\renegadefds\server\engine_net.h(21) : error C2011: 'DIRTY_BIT' : 'enum' type redefinition
1> c:\westwood\renegadefds\server\engine_net.h(21) : see declaration of 'DIRTY_BIT'
1>c:\westwood\renegadefds\server\engine_net.h(28) : error C2011: 'NetworkObjectClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_net.h(28) : see declaration of 'NetworkObjectClass'
1>c:\westwood\renegadefds\server\engine_def.h(20) : error C2011: 'PostLoadableClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(20) : see declaration of 'PostLoadableClass'
1>c:\westwood\renegadefds\server\engine_def.h(27) : error C2011: 'PersistClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(27) : see declaration of 'PersistClass'
1>c:\westwood\renegadefds\server\engine_def.h(35) : error C2011: 'FloatDataSafeClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(35) : see declaration of 'FloatDataSafeClass'
1>c:\westwood\renegadefds\server\engine_def.h(42) : error C2011: 'IntDataSafeClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(42) : see declaration of 'IntDataSafeClass'
1>c:\westwood\renegadefds\server\engine_def.h(49) : error C2011: 'UIntDataSafeClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(49) : see declaration of 'UIntDataSafeClass'
1>c:\westwood\renegadefds\server\engine_def.h(61) : error C2953: 'ReferenceableClass' : class template has already been defined
1> c:\westwood\renegadefds\server\engine_def.h(61) : see declaration of 'ReferenceableClass'

1>c:\westwood\renegadefds\server\engine_def.h(63) : error C2011: 'ReferencerClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(63) : see declaration of 'ReferencerClass'
1>c:\westwood\renegadefds\server\engine_def.h(71) : error C2011: 'EditableClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(71) : see declaration of 'EditableClass'
1>c:\westwood\renegadefds\server\engine_def.h(79) : error C2011: 'DefinitionClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(79) : see declaration of 'DefinitionClass'
1>c:\westwood\renegadefds\server\engine_obj.h(40) : error C2011: 'BaseGameObjDef' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(40) : see declaration of 'BaseGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(47) : error C2011: 'BaseGameObj' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(47) : see declaration of 'BaseGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(67) : error C2011: 'ScriptableGameObjDef' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(67) : see declaration of 'ScriptableGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(76) : error C2011: 'AudioCallbackClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(76) : see declaration of 'AudioCallbackClass'
1>c:\westwood\renegadefds\server\engine_obj.h(86) : error C2011: 'GameObjObserverTimerClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(86) : see declaration of 'GameObjObserverTimerClass'
1>c:\westwood\renegadefds\server\engine_obj.h(93) : error C2011: 'GameObjCustomTimerClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(93) : see declaration of 'GameObjCustomTimerClass'
1>c:\westwood\renegadefds\server\engine_obj.h(100) : error C2011: 'ScriptableGameObj' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(100) : see declaration of 'ScriptableGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(140) : error C2011: 'TransitionDataClass' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(140) : see declaration of 'TransitionDataClass'
1>c:\westwood\renegadefds\server\engine_obj.h(147) : error C2011: 'TransitionGameObjDef' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(147) : see declaration of 'TransitionGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(158) : error C2011: 'TransitionGameObj' : 'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(158) : see declaration of 'TransitionGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(171) : error C2011: 'DamageZoneGameObjDef' :


```
'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(171) : see declaration of
'DamageZoneGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(184) : error C2011: 'DamageZoneGameObj' :
'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(184) : see declaration of
'DamageZoneGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(196) : error C2011: 'ScriptZoneGameObjDef' :
'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(196) : see declaration of
'ScriptZoneGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(211) : error C2011: 'ScriptZoneGameObj' :
'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(211) : see declaration of
'ScriptZoneGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(227) : error C2011: 'DefenseObjectDefClass' :
'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(227) : see declaration of
'DefenseObjectDefClass'
1>c:\westwood\renegadefds\server\engine_obj.h(238) : error C2011: 'DamageableGameObjDef' :
'class' type redefinition
1> c:\westwood\renegadefds\server\engine_obj.h(238) : see declaration of
'DamageableGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(238) : fatal error C1003: error count exceeds
100; stopping compilation
1>Generating Code...
1>Creating browse information file...
1>Microsoft Browse Information Maintenance Utility Version 8.00.50727
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or
directory
1>Build log was saved at
"file://c:\Westwood\RenegadeFDS\Server\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 109 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

Subject: Re: !spec script release
Posted by [renalpha](#) on Fri, 16 May 2008 14:07:51 GMT
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lol

wich version are u using?

Subject: Re: Ispec script release
Posted by [cAmpa](#) on Fri, 16 May 2008 14:11:09 GMT
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lol

Subject: Re: Ispec script release
Posted by [mrÄÄÄÄ-z](#) on Fri, 16 May 2008 16:16:24 GMT
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add on "Linker" Except.lib

Subject: Re: Ispec script release
Posted by [HeavyX101- Left](#) on Fri, 16 May 2008 19:03:37 GMT
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Just forget this, C++ is really fucked up.

Subject: Re: Ispec script release
Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 04:49:15 GMT
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Guys, sorry that i'm posting on this old thread, but i need help.
This is what i did.

```
spect.h
class Player_Spectate : public ScriptImpClass {
public:
void Created(GameObject *obj);
};
```

```
spect.cpp
#include "scripts.h"
#include "engine.h"
#include "spect.h"
```

```
void Player_Spectate::Created(GameObject *obj) {
Commands->Set_Is_Visible(obj,false);
Commands->Set_Model(obj,"null");
Commands->Set_Shield_Type(obj,"Blamo");
Commands->Clear_Weapons(obj);
Toggle_Fly_Mode(obj);
```

```
Commands->Disable_All_Collisions(obj);
}
ScriptRegistrant<Player_Spectate> Player_Spectate_Registrant("Player_Spectate","");
```

added on gmmain.cpp

```
class spectateChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
GameObject *obj = Get_GameObj(ID);
if (Is_Script_Attached(obj,"Player_Spectate")) {
Commands->Destroy_Object(obj);
}
else {
Commands->Attach_Script(obj,"Player_Spectate","");
}
}
};
ChatCommandRegistrant<spectateChatCommand>
spectateChatCommandReg("!spec",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

I modified the code so there could not be the permission thing.

The problem is that i get alot of errors that i dont understand.

Here are the errors:

```
Quote:.\gmmain.cpp(1345) : error C2143: syntax error : missing ';' before '}'
.\gmmain.cpp(1335) : error C2059: syntax error : '}'
.\gmmain.cpp(1335) : error C2143: syntax error : missing ';' before '}'
.\gmmain.cpp(1335) : error C2059: syntax error : '}'
.\gmmain.cpp(1337) : error C2059: syntax error : 'if'
.\gmmain.cpp(1337) : error C2143: syntax error : missing ';' before '{'
.\gmmain.cpp(1337) : error C2447: '{' : missing function header (old-style formal list?)
.\gmmain.cpp(1340) : error C2059: syntax error : 'else'
.\gmmain.cpp(1340) : error C2143: syntax error : missing ';' before '{'
.\gmmain.cpp(1340) : error C2447: '{' : missing function header (old-style formal list?)
.\gmmain.cpp(1343) : error C2059: syntax error : '}'
.\gmmain.cpp(1343) : error C2143: syntax error : missing ';' before '}'
.\gmmain.cpp(1343) : error C2059: syntax error : '}'
```

Can anybody help?

Subject: Re: !spec script release

Posted by [renalpha](#) on Thu, 12 Jun 2008 06:12:00 GMT

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ur missing a lot of brackets.

it means you didnt closed a few ifs and voids brackets lol

Subject: Re: !spec script release

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 20:18:24 GMT

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renalpha wrote on Thu, 12 June 2008 02:12ur missing a lot of brackets.

it means you didnt closed a few ifs and voids brackets lol

Well, do you mean i have an extra bracket?

It compiled now.

And the command works now.

Thanks.
