
Subject: C++ error

Posted by [YazooGang](#) on Sat, 13 Dec 2008 19:43:06 GMT

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i wanted to make something quick for my renegade server and i made this simple command so in the future, it might be useful to like modify it and use it for something else:

```
class weaponmodChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    if (state == WeaponClass::Firing)
    {

Commands->Give_Points(obj,10,false);
    Commands->Give_Money(obj,10,false);
    }
else
    {
    //nothing
    }
};
ChatCommandRegistrant<weaponmodChatCommand>
weaponmodChatCommandReg("!modw",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

well, unfortunately, i got errors:

Quote: Error 1 error C2065: 'state' : undeclared
identifier c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 2 error C2597: illegal reference to non-static member
'WeaponClass::Firing' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 3 error C3867: 'WeaponClass::Firing': function call missing argument list; use
'&WeaponClass::Firing' to create a pointer to
member c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 4 error C2568: '==' : unable to resolve function
overload c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 5 error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or
directory BSCMAKE

help?

Subject: Re: C++ error
Posted by [_SSnipe_](#) on Sat, 13 Dec 2008 19:47:32 GMT
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Did you follow the steps in this post,
<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 2699

Subject: Re: C++ error
Posted by [cAmpa](#) on Sat, 13 Dec 2008 19:54:54 GMT
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What is "state" in your code?

Subject: Re: C++ error
Posted by [YazooGang](#) on Sat, 13 Dec 2008 19:58:50 GMT
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Like the weapon i'm currently holding.
i think thats the problem lol

Subject: Re: C++ error
Posted by [YazooGang](#) on Sat, 13 Dec 2008 20:06:08 GMT
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i dont even understand lol, should it be a script or aa command?

Subject: Re: C++ error
Posted by [cAmpa](#) on Sat, 13 Dec 2008 20:24:09 GMT
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Quote:Like the weapon i'm currently holding.
i think thats the problem lol

?? state is nothing in your code = undeclared identifier

And wtf is a "aa command"?

Subject: Re: C++ error

Posted by [YazooGang](#) on Sat, 13 Dec 2008 20:31:27 GMT

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cAmpa wrote on Sat, 13 December 2008 14:24Quote:Like the weapon i'm currently holding.
i think thats the problem lol

?? state is nothing in your code = undeclared identifier

And wtf is a "aa command"?

A commands like !help !buy !kick ect...

and i got the state thing from the this code

```
if (state == WeaponClass::WS_RELOADING){
    barx = (float)draw.Draw_Single_Line(D3DCOLOR_XRGB(255,255,0), 0, 0, L"Charging... ");
    barx *= draw.GetScalar();
    DrawChargeBar(barx, 0.003f, 0.02f, 0.004f, 1.0f-(1.0f/reloadtime*statetime),
D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(0,0,0));
} else if (maxammo == 0 && _ammo == 0)
    draw.Draw_Single_Line(D3DCOLOR_XRGB(255,0,0), 0, 0, L"Battery depleted.");
else
    draw.Draw_Single_Line(D3DCOLOR_XRGB(0,255,0), 0, 0, L"Charged.");
```

```
if (g_pPICBatch->Serialize())
    g_pPICBatch->Render();
```

Subject: Re: C++ error

Posted by [cAmpa](#) on Sat, 13 Dec 2008 20:38:56 GMT

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Subject: Re: C++ error

Posted by [Ethenal](#) on Sat, 13 Dec 2008 20:41:40 GMT

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I don't know where the "state" variable is coming from... find out what you're attempting to do there then worry about the rest.

Subject: Re: C++ error

Posted by [YazooGang](#) on Sat, 13 Dec 2008 20:43:29 GMT

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ok basicly i wanted to make a code that gives u 10 credits and 10 points when ur firing.

nvm, it was just for fun.

Subject: Re: C++ error

Posted by [saberhawk](#) on Sat, 13 Dec 2008 21:19:32 GMT

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...

This is wrong on soooo many levels.

Subject: Re: C++ error

Posted by [YazooGang](#) on Sat, 13 Dec 2008 22:05:28 GMT

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so then how would i make a command that gives me money and points each time i fire a bullet?

Subject: Re: C++ error

Posted by [saberhawk](#) on Sat, 13 Dec 2008 22:14:03 GMT

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You can't. SK's code which you blindly copied and modified works only on the client as a RenderObject using alot of code that SSGM simply doesn't have access to. Due to the client side nature of the code, even if SSGM did have access to that code, it wouldn't be able to actually *do* anything because the server is not your client.

Subject: Re: C++ error

Posted by [reborn](#) on Sun, 14 Dec 2008 12:09:22 GMT

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YazooGang wrote on Sat, 13 December 2008 17:05so then how would i make a command that gives me money and points each time i fire a bullet?

You can check the ammo count in a persons weapon clip, if you attached a timer script to the person that checked there ammo count for the weapon they're holding it could work. You'd have to constantly check the ammo count and if it is less then the previous time you checked, you can assume they're firing a weapon and grant them points and money.

To make it a chat hook command, you could simply attach this script to the player only when they

type that command.

There are flaws in this idea though. You could pick up crates that remove the weapons or ammo. You would also have to make sure it is counting the ammo of the current weapon, and account for them switching weapons too.

It'd be a little work, and a totally crappy way of doing it, but it'd probably work.
