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Subject: Strings in C++

Posted by [Nightma12](#) on Sat, 22 Aug 2009 13:54:54 GMT

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I guess this is more C++ help than specific scripts.dll help

anyway, im an amature C++ coder, and cant do strings for shit

Heres the code im trying to do:

```
char *RndSpawn[78];

void RandomizeArray(void){

    int counter = 0;

    for(counter=0;counter >= 78;counter++){
        *RndSpawn[counter] = "";
    }

    for(counter=1;counter >= 78;counter++){
        RandomizeArray2("c_chicken");
    }

}

void RandomizeArray2(char *data){
    int RandomNumber;

    RandomNumber = Commands->Get_Random_Int(1,78);

    if (RndSpawn[RandomNumber] != ""){
        RandomizeArray2(data);
        return;
    }

    RndSpawn[RandomNumber] = *data;
}
```

what im trying to do is have a list of player models (ive got a total of 78) in an array and i want to 'randomize' the array everytime RandomizeArray is called.

At the moment it fills it up with c\_chicken but thats just the model im using to test my code

I know my logic is correct as i coded this in VB earlier and it works perfect.

Heres my compile errors:

Compiling...

gmmain.cpp

.\gmmain.cpp(4954) : error C3861: 'RandomizeArray': identifier not found

.\gmmain.cpp(5365) : error C2365: 'RandomizeArray' : redefinition; previous definition was 'formerly unknown identifier'

.\gmmain.cpp(5369) : error C2059: syntax error : ';'

.\gmmain.cpp(5370) : error C2440: '=' : cannot convert from 'const char [1]' to 'char'

There is no context in which this conversion is possible

.\gmmain.cpp(5373) : error C2059: syntax error : ';'

.\gmmain.cpp(5374) : error C3861: 'RandomizeArray2': identifier not found

.\gmmain.cpp(5379) : error C2365: 'RandomizeArray2' : redefinition; previous definition was 'formerly unknown identifier'

.\gmmain.cpp(5384) : warning C4130: '!=' : logical operation on address of string constant

.\gmmain.cpp(5385) : error C3861: 'RandomizeArray2': identifier not found

.\gmmain.cpp(5389) : error C2440: '=' : cannot convert from 'char' to 'char \*'

Conversion from integral type to pointer type requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(5822) : error C2664: 'void (GameObject \*,const char \*)' : cannot convert parameter 2 from 'char' to 'const char \*'

Conversion from integral type to pointer type requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(5822) : error C2664: 'void (GameObject \*,const char \*)' : cannot convert parameter 1 from 'char' to 'GameObject \*'

Conversion from integral type to pointer type requires reinterpret\_cast, C-style cast or function-style cast

As you can see, lots of errors with the strings/chars. How exactly would i use strings in this context in C++?

Thanks