Subject: C++ code help please.
Posted by Raptor RSF on Wed, 06 Jan 2010 16:02:58 GMT

Hello everyone,

Last days i have been working on the RSF HUD and while programming a feature for this hud i encountered an error.

Feature that i am programming. (my goal is to have it fade, the very same as the MiniAmmoHUD and MiniHealthHUD)

.\reticlehealthhud.cpp(224) : error C2220: warning treated as error - no 'object' file generated
.\reticlehealthhud.cpp(224) : warning C4244: '=' : conversion from 'float' to 'unsigned int', possible loss of data

I tried many thing to convert the variable or something, But i am still a noob at coding c++.

Does anybody know a solution for this problem?

```
void ReticleHealthHUDItemClass::Render()
{
 if (!Enabled) return;


 // RETICLEHEALTHHUD_flash
 GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
 float current_health = Commands->Get_Health(obj);
 unsigned int current_time = *SyncTime;

 if (current_health != LastHealth)
 {
  EndFlashTime = current_time + HealthInfoFlashDuration;
  FlashActive = true;
 }

 float flash_percentage = 1.0f;
 if (FlashActive && (current_time < EndFlashTime))
 {
  flash_percentage = float(EndFlashTime - current_time) / float(HealthInfoFlashDuration);
```

```
  }
  else if (FlashActive)
  {
   flash_percentage = 0.0f;
  }


  // RETICLEHEALTHHUD_color
  float health = 0;
  float maxhealth = 0;
  if (Get_Vehicle(obj))
  {
   health = Commands->Get_Health(Get_Vehicle(obj));
   maxhealth = Commands->Get_Max_Health(Get_Vehicle(obj));
   }
  else
  {
   health = Commands->Get_Health(obj);
   maxhealth = Commands->Get_Max_Health(obj);
  }
  float healthpercent = (health / (maxhealth / 100));
  unsigned int color = 0;
  color = ReticleHealthHUDColor;
  for (unsigned int i = 0;i < ReticleHealthHUDColorCount;i++)
  {
   if (healthpercent <= (*ReticleHealthHUDColors)[i]->Value)
   {
    color = (*ReticleHealthHUDColors)[i]->ColorValue;

    unsigned int alpha = color >> 24;
    alpha = flash_percentage; // <<<<<  "alpha" is an integer and "flash_percentage" is a float. This
is the issue.
    color = (color & 0x00FFFFFF)| (alpha<<24);
    break;
   }
  };


  Render2D->Reset();
  Render2D->Shader.ShaderBits = 0x000984B3;

  Render2D->Set_Texture(BackgroundTextureFile);
  if (Render2D->Texture->Initialized == false)
  {
   Render2D->Texture->Init();
  };

  RectClass background_location;
```

```
background_location.Top = BackgroundPosition.Y;
background_location.Left = BackgroundPosition.X;
background_location.Bottom = BackgroundPosition.Y + BackgroundSize.Y;
background_location.Right = BackgroundPosition.X + BackgroundSize.X;

Render2D->Add_Quad(background_location, BackgroundUV, color);
Render2D->Render();

LastHealth = current_health;
};
```

File Attachments

1) RSF_HUD.png, downloaded 705 times

Subject: Re: C++ code help please.
Posted by jnz on Wed, 06 Jan 2010 17:06:58 GMT

Type-cast it, it will truncate the float but it should work fine.

float foo = 56.0f;

unsigned int i = (unsigned int)foo;

Subject: Re: C++ code help please.
Posted by Raptor RSF on Wed, 06 Jan 2010 18:51:27 GMT

Your example seems to be the fix

Thank You for helping!