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Subject: DynamicVectorClass problems

Posted by [halo2pac](#) on Sat, 10 Sep 2011 20:49:56 GMT

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Hey guys,

So I am trying to make a .. of my custom class 'Gamer'

But the compiler keeps erroring at :

engine\_vector.h

```
virtual int ID(T const &object)
{
    for (int index = 0; index < Count(); index++)
    {
        ----->> if ((*this)[index] == object)
        {
            return(index);
        }
    }
    return -1;
}
```

my code:

```
DynamicVectorClass<Gamer> Gamers;
```

```
#include "engine_io.h"
```

```
class Gamer
```

```
{
```

```
public:
```

```
//Gamer();
```

```
Gamer(const char *Nick);
```

```
StringClass PlayerName;
```

```
int Deaths;
```

```
int CurrentKills;
```

```
};
```

```
Gamer::Gamer(const char *Nick)
```

```
{
```

```
PlayerName = Nick;
```

```
}
```

I have no idea why this is not working...  
any help is appreciated!

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Subject: Re: DynamicVectorClass problems  
Posted by [saberhawk](#) on Sat, 10 Sep 2011 20:53:21 GMT  
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Add this to the Gamer class definition:

```
bool operator==(const Gamer& that)
{
    return false;
}
```

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Subject: Re: DynamicVectorClass problems  
Posted by [halo2pac](#) on Sat, 10 Sep 2011 21:36:25 GMT  
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I'm curious as to why I would have to do that in the first place for creating a class :S

also now it s saying the same thing for !=  
do I replicate the code?

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Subject: Re: DynamicVectorClass problems  
Posted by [saberhawk](#) on Sat, 10 Sep 2011 21:58:28 GMT  
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halo2pac wrote on Sat, 10 September 2011 14:36 I'm curious as to why I would have to do that in  
the first place for creating a class :S

also now it s saying the same thing for !=  
do I replicate the code?

Yeah, and replace false with true. DynamicvectorClass tries supplying additional functionality to a  
vector (like Find), but it requires certain operators to be defined in the class.

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Subject: Re: DynamicVectorClass problems  
Posted by [halo2pac](#) on Sat, 10 Sep 2011 22:07:26 GMT  
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ah, I see.

Also it is requiring that I use a default constructor, which I do not want the default constructor because apparently it is setting my integers to integer.max.

Is there a way around this?

I am trying to do a simple class to store player information.. so that if they disconnected and rejoin they don't lose some levels/powerups/etc. Which requires maintaining a custom list of player data.

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Subject: Re: DynamicVectorClass problems  
Posted by [saberhawk](#) on Sat, 10 Sep 2011 22:14:29 GMT  
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halo2pac wrote on Sat, 10 September 2011 15:07ah, I see.

Also it is requiring that I use a default constructor, which I do not want the default constructor because apparently it is setting my integers to integer.max.

Is there a way around this?

I am trying to do a simple class to store player information.. so that if they disconnected and rejoin they don't lose some levels/powerups/etc. Which requires maintaining a custom list of player data.

The default constructor isn't setting them to anything. You do need to provide a constructor and have it set the values to whatever you want the defaults to be.

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Subject: Re: DynamicVectorClass problems  
Posted by [halo2pac](#) on Sat, 10 Sep 2011 23:09:18 GMT  
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Thanks much

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