

---

Subject: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Distrbd21](#) on Tue, 29 May 2012 08:51:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ChatCommandClass  
ChatCommandRegistrant  
TokenClass

It doesn't let me use them.

Here's the code I did.

```
class picChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {

    GameObject *obj = Get_GameObj(ID);
    int cost = 1200;
    const char *item = "Pic";
    const char *powerup = "POW_PersonallonCannon_Player";
    // const char *wepname = "Weapon_PersonallonCannon_Player";

    if (Commands->Get_Money(Get_GameObj(ID)) < cost)
    {
        Console_Input(StrFormat("sndp %d m00evag_dsgn0028i1evag_snd.wav",ID).c_str());
        Console_Input(StrFormat("ppage %d you need %d to buy a %s",ID, cost, item).c_str());
    }
    else
    {
        Commands->Give_PowerUp(obj, powerup, 1);
        // Set_Clip_Bullets(obj,wepname,Get_Max_Clip_Bullets(obj,wepname));
        Commands->Give_Money(obj, static_cast<float>(-cost), false);
        Console_Input(StrFormat("msg %s just bought a %s ",Get_Player_Name(obj), item,
cost).c_str());

    }
}
};

ChatCommandRegistrant<picChatCommand>
picChatCommandReg("!personal_ion_cannon;!pic",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

---

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [robbyke](#) on Tue, 29 May 2012 12:27:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

old token class is from ssgm and TT remove it  
I also liked that way more and i therefor ported it to 4.0

the Code isnt clean i was to lazy to clean it up but it works

Topic with ported tokenclass

---

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Whitedragon](#) on Tue, 29 May 2012 21:38:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Distrbd21](#) on Wed, 30 May 2012 03:30:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would love to yes

---

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [robbyke](#) on Wed, 30 May 2012 10:22:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Current tokenclass? is it int the scripts already or is it comming?

---

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Distrbd21](#) on Wed, 30 May 2012 20:54:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

robbyke wrote on Wed, 30 May 2012 05:22Current tokenclass? is it int the scripts already or is it comming?  
apparently it's coming ;p

---

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Distrbd21](#) on Wed, 30 May 2012 21:32:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It only give's me one error now.

Says something about !railgun;!rail

no instance of constructor "ChatCommandRegistrant<T>::ChatCommandRegistrant [with T=railgun1ChatCommand]" matches the argument list c:\users\distrbd21\documents\visual studio 2010\projects\source\weapons\weapons.cpp 41

```
class railgun1ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    int cost = 1200;
    const char *powerup = "POW_Railgun_Player";

    if (Commands->Get_Money(Get_GameObj(ID)) < cost)
    {
        Commands->Give_PowerUp(obj, powerup, 1);
        Commands->Give_Money(obj, static_cast<float>(-cost), false);
    }
}
};

ChatCommandRegistrant<railgun1ChatCommand> railgun1ChatCommandReg("!railgun;!rail",0);
```

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??

Posted by [robbyke](#) on Wed, 30 May 2012 23:42:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

fix the registrant :

```
template <class T> class ChatCommandRegistrant : public ChatCommandList {
public:
    ChatCommandRegistrant(const char *Command,int NumParams) {
        char *Comm = newstr(Command);
        char *p = strtok(Comm,",");
        while (p) {
            ChatCommandClass *Temp = new T;
            Add_Chat_Command(Temp,p,NumParams);
            p = strtok(0,",");
        }
        delete[] Comm;
    }
};
```

could be this fixes your problem, could be it doesnt i dont know where things go wrong in your code if i dont see it

Also your plugin will compile but wont work as you placed your commandclass in ssgm instead of your plugin

You have to place them inside your own plugin otherwise it wont work

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??  
Posted by [Distrbd21](#) on Thu, 31 May 2012 00:31:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

robbyke wrote on Wed, 30 May 2012 18:42fix the registrant :

```
template <class T> class ChatCommandRegistrant : public ChatCommandList {
public:
ChatCommandRegistrant(const char *Command,int NumParams) {
char *Comm = newstr(Command);
char *p = strtok(Comm, ",");
while (p) {
ChatCommandClass *Temp = new T;
Add_Chat_Command(Temp,p,NumParams);
p = strtok(0, ",");
}
delete[] Comm;
}
};
```

could be this fixes your problem, could be it doesnt i dont know where things go wrong in your code if i dont see it

Also your plugin will compile but wont work as you placed your commandclass in ssgm instead of your plugin

You have to place them inside your own plugin otherwise it wont work

I did place it in my own plugin after talking to you, I get no other error's but that one.

and I get this error now.

c:\users\distrbd21\documents\visual studio 2010\projects\source\weapons\WeapChatClass.h(37):

error C2504: 'ChatCommandList' : base class undefined

2> Weapons.cpp(41) : see reference to class template instantiation

'ChatCommandRegistrant<T>' being compiled

2> with

2> [

2> T=railgun1ChatCommand

2> ]

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??

Posted by [robbyke](#) on Thu, 31 May 2012 01:04:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

you sure everything is included everywhere?

also could you post the errors in the error window not the output window?

---

Subject: Re: 4.0 doesn't support some stuff that 3.4 did??

Posted by [Distrbd21](#) on Thu, 31 May 2012 08:31:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

robbyke wrote on Wed, 30 May 2012 20:04you sure everything is included everywhere?

also could you post the errors in the error window not the output window?

Error 3 error C2504: 'ChatCommandList' : base class  
undefined c:\users\distrbd21\documents\visual studio  
2010\projects\source\weapons\WeapChatClass.h 37