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Subject: Ingame Error?

Posted by [\\_SSnipe\\_](#) on Sun, 15 Jul 2007 03:14:51 GMT

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im testing my code to teleport me to the single flar

```
class testChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        if (Is_Mod("Test_Mods.txt",Get_Player_Name_By_ID(ID))) {
            GameObject *obj = Get_GameObj_By_Player_Name(Text[1].c_str());
            Change_Character(obj,"GDI_MP");
            Commands->Attach_Script(obj,"JFW_Permanent_No_Falling_Damage",false);
            Commands->Give_Powerup(obj,"CnC_POW_AutoRifle_Player_GDI",false);
            Commands->Attach_Script(obj,"JFW_Permanent_No_Falling_Damage",false);
            SimpleDynVecClass<GameObject*> List = Get_All_Objects_By_Preset(2,"Signal_Flares");
            int Rand = Commands->Get_Random_Int(0,List.Count());
            GameObject *RandObj = List[Rand];
            Commands->Set_Position(obj,Commands->Get_Position(RandObj));;
            Vector3 Pos = Commands->Get_Position(obj);
            Pos.Z += 0.710;
        }
    }
};
```

NOTE i added the Vector3 Pos = Commands->Get\_Position(obj);  
Pos.Z += 0.710;  
myself to maybe fix it

well besides that the error i get is this ingame is this

and this is how it is in lvl and idk how to fix it iv tryed all i know

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