
Subject: Re: SSGM Chat Hook

Posted by [reborn](#) on Sat, 21 Jul 2007 19:07:43 GMT

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You are declaring the variables "Donater" and "Receiver". "GameObject *" is the data type. So you do not refer to the variable as "*Donater" and "*Receiver", just take those "*" bits off everywhere apart from where you are declaring it, as that is actually part of the data type declaration, and not the variable name.

Also I would do "Commands->Give_Money(Donater,(Amt * -1),false)", and "Commands->Give_Money(Reciever,(Amt * 1),false)".

There is more wrong too, but I have to go visit my mum now.
