
Subject: Re: AirStrike function

Posted by [EA-DamageEverything](#) on Tue, 13 May 2008 11:04:51 GMT

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

SSnipe wrote on Mon, 12 May 2008 20:52why cant i get it i think i put the codes in the right places

1>.\gmscripts.cpp(68) : error C3861: 'Get_Random_Building': identifier not found

...wat files to put the code inThe Random_Building is an addition to SSGM and has to be put in this way:

engine_gm.cpp

```
GameObject * Get_Random_Building(int Team) {
    std::vector<GameObject*> Buildings;
    GenericSLNode *x = BuildingGameObjList->HeadNode;
    while (x != 0) {
        GameObject *obj = (GameObject *)x->NodeData;
        if (obj && (Get_Object_Type(obj) == Team || Team == 2) && !Is_Building_Dead(obj)) {
            Buildings.push_back(obj);
        }
        x = x->NodeNext;
    }
    if (!Buildings.empty()) {
        int Rand = Commands->Get_Random_Int(0,Buildings.size());
        return Buildings[Rand];
    }
    return 0;
}
```

This comes right after "GameObject *Find_My_Veh"

To get it working, you have to put the following into

engine_gm.h

```
GameObject *Get_Random_Building(int Team); // Selects a random building which has to be alive
```

```
This goes under "GameObject *Find_My_Veh(GameObject *obj); //Find my vehicle"
```

Generally, scripts should go into the gmmain.cpp, their classes into gmmain.h, ScriptRegistrants into gmmain.cpp OR gmcrate.cpp (does work even if it isn't a crate event). Chat hooks are in the gmmain.cpp, their Scriptregistrants can be put either in gmmain.cpp OR gmcrate.cpp.

=====

Reborn thanks for the script, I'll check it later.
