
Subject: Re: Script Request

Posted by [_SSnipe_](#) on Wed, 14 May 2008 18:44:20 GMT

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

```
reborn wrote on Wed, 14 May 2008 02:48typedef void (*_Set_Clouds) (float Cover,float  
Gloominess,float Transition);  
typedef void (*_Set_Lightning) (float Intensity,float StartDistance,float EndDistance,float  
Heading,float Distribution,float Transition);  
typedef void (*_Set_War_Blitz) (float Intensity,float StartDistance,float EndDistance,float  
Heading,float Distribution,float Transition);  
typedef void (*_Set_Wind) (float Heading,float Speed,float Variability,float Transition);  
typedef void (*_Set_Rain) (float Density,float Transition,bool Unused);  
typedef void (*_Set_Snow) (float Density,float Transition,bool Unused);  
typedef void (*_Set_Ash) (float Density,float Transition,bool Unused);  
typedef void (*_Set_Fog_Enable) (bool Enable);  
typedef void (*_Set_Fog_Range) (float StartDistance,float EndDistance,float Transition);
```

lol so im guessing thats all the weather changes.....now i got to figure out how to put them in a chat hook....sorry i know im c++ retarded but im guessing the way it is now wont work?
i think i understand some so let me try it out

```
1>.\gmmain.cpp(1592) : error C2039: 'Set_lightning' : is not a member of 'ScriptCommands'  
1>    c:\users\lil blueyes\desktop\ssgm source\ssgm source\ssgm source\scripts.h(695) : see  
declaration of 'ScriptCommands'  
1>.\gmmain.cpp(1600) : error C2039: 'Set_lightning' : is not a member of 'ScriptCommands'  
1>    c:\users\lil blueyes\desktop\ssgm source\ssgm source\ssgm source\scripts.h(695) : see  
declaration of 'ScriptCommands'  
1>.\gmmain.cpp(1642) : fatal error C1071: unexpected end of file found in comment
```

i get that message when i try to do lightning
how can i fix it?

```
class cloudsChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        Commands->Set_Clouds(10.5f,20.0f,9.5f);  
    }  
};
```

```
ChatCommandRegistrant<cloudsChatCommand>  
cloudsChatCommandReg("!clouds",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

```
class cloudsoffChatCommand : public ChatCommandClass {
```

```
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
  Commands->Set_Clouds(0.0f,0.0f,0.0f);  
}  
};
```

```
ChatCommandRegistrant<cloudsoffChatCommand>  
cloudsoffChatCommandReg("!cloudsoff",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

for the clouds.....the !clouds wont work but the !cloudsoff works....how can i get the !clouds to work

```
class windChatCommand : public ChatCommandClass {  
  void Triggered(int ID,const TokenClass &Text,int ChatType) {  
  Commands->Set_Wind(20.7f,15.0f,5.0f,3.5f);  
  }  
};
```

```
ChatCommandRegistrant<windChatCommand>  
windChatCommandReg("!wind",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

is there something im missing?

ps sorry its kinda alot i really am trying my best i got !snow to work and understood a little bit of it but im still...well...ya please and thank you[/size]