
Subject: C++ script ERROR can anyone help me

Posted by [cpjok](#) on Sat, 21 Jun 2008 22:20:43 GMT

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ok the files wont compile with these in anyone know how i can fix them

```
class commandsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("ppage %d [BZ-BOT]: !weather , !weaps , !nodchars , !gdichars , !cash ,
!points , !extra",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show Commands",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<commandsChatCommand>
commandsChatCommandReg("!commands",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```
class weathersChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !snow - !desnow , !rain - !derain , !snow - !desnow , !ash -
!deash , !warblitz - !dewarblitz , !lightning - !delighting , !clouds - !declouds , !frain - !defrain , !fog
- !defog",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show Commands",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<commandsChatCommand>
commandsChatCommandReg("!weather",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```
class weaponsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !ramjet - 650 , !rail - 600 , !pic - 575 , !volt - 625 , !chain -
100 , !chem - 200 , !flame - 20 , !gren - 20 , !chain - 275 , !proxy - 350 , !laser - 300 , !remote -
225 , !mine - 175 , !repair - 300 , !rocket - 300 , !shotgun - 20 , !sniper - 400 , !tib - 175 , !flech
375",ID).c_str());
```

```

    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show Weapons",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<weaponsChatCommand>
weaponsChatCommandReg("!weaps",CHATTYPE_ALL,0,GAMEMODE_AOW);

class gdicharsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !petrova - 6500.",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show gdichars",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<gdicharsChatCommand>
gdicharsChatCommandReg("!gdichars",CHATTYPE_ALL,0,GAMEMODE_AOW);

class nodcharsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !roshambo - 6250.",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show nodchars",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<nodcharsChatCommand>
nodcharsChatCommandReg("!nodchars",CHATTYPE_ALL,0,GAMEMODE_AOW);

class extrasChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !iong - 2750 , !ionn - 2750 , !terrorist - 1000 , !fly - 400 ,
!sellveh , !ss - 1000.",ID).c_str());
    }
    else{

```

```

Console_Input(StrFormat("ppage %d Failed To Show extras",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<extrasChatCommand>
extrasChatCommandReg("!extras",CHATTYPE_ALL,0,GAMEMODE_AOW);

class credstChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !2000c - 1000 Points.",ID).c_str());
}
else{
Console_Input(StrFormat("ppage %d Failed To Show credst",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<credstChatCommand>
credstChatCommandReg("!cash",CHATTYPE_ALL,0,GAMEMODE_AOW);

class pointstChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !1000p - 4000.",ID).c_str());
}
else{
Console_Input(StrFormat("ppage %d Failed To Show pointst",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<pointstChatCommand>
pointstChatCommandReg("!points",CHATTYPE_ALL,0,GAMEMODE_AOW);

```
