
Subject: C++ error

Posted by [YazooGang](#) on Sat, 13 Dec 2008 19:43:06 GMT

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i wanted to make something quick for my renegade server and i made this simple command so in the future, it might be useful to like modify it and use it for something else:

```
class weaponmodChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    if (state == WeaponClass::Firing)
    {

Commands->Give_Points(obj,10,false);
    Commands->Give_Money(obj,10,false);
    }
else
    {
    //nothing
    }
};
ChatCommandRegistrant<weaponmodChatCommand>
weaponmodChatCommandReg("!modw",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

well, unfortunately, i got errors:

Quote: Error 1 error C2065: 'state' : undeclared
identifier c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 2 error C2597: illegal reference to non-static member
'WeaponClass::Firing' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 3 error C3867: 'WeaponClass::Firing': function call missing argument list; use
'&WeaponClass::Firing' to create a pointer to
member c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 4 error C2568: '==' : unable to resolve function
overload c:\Westwood\RenegadeFDS\Server\gmmain.cpp 1302

Quote:Error 5 error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or
directory BSCMAKE

help?
