
Subject: C++ help question

Posted by [Xpert](#) on Wed, 15 Apr 2009 23:56:33 GMT

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I'm trying to use a certain code that's in one .cpp file to be used in another .cpp file. How do I go about doing that?

I have this in gmmain.cpp

```
struct VeteranPlayers {
    std::string PlayerName;
    int VeteranPoints;
};
```

```
std::vector<VeteranPlayers> VetInfo;
```

```
int VetCheckPoints(int ID) {
    if (!VetInfo.empty()) {
        for (int i = 0; i < VetInfo.size(); i++) {
            if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
                int Points;
                Points = VetInfo[i].VeteranPoints;
                return Points;
            }
        }
    }
    return 0;
}
```

I'm trying to get this to work also in gmscripts.cpp. Anyone can help me do that?
