
Subject: Re: Can someone help me with shaderhud in c++ ?

Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 18:46:04 GMT

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I only get errors when i try to compile

This code works when i placed it inside shaderhud.pp only.

it may dont understand some callers maybe i dont know anything about this

Can anybody plz tell me whats wrong ?

I would be happy if someone can help me

This is my testhud.h:

```
/* TestHUDItemClass
```

```
Copyright 2009 Mark Sararu
```

```
This file is part of the Renegade scripts.dll
```

```
The Renegade scripts.dll is free software; you can redistribute it and/or modify it under  
the terms of the GNU General Public License as published by the Free  
Software Foundation; either version 2, or (at your option) any later  
version. See the file COPYING for more details.
```

```
In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any  
closed source module
```

```
that does not contain code covered by this licence.
```

```
Only the source code to the module(s) containing the licenced code has to be released.
```

```
*/
```

```
// Created by Raptor*[RSF]
```

```
#ifndef SHADERS_TestHUD_H_
```

```
#define SHADERS_TestHUD_H_
```

```
class TestHUDItemClass
```

```
{
```

```
protected:
```

```
bool Enabled;
```

```
Render2DClass* Render2D;
```

```
Render2DTextClass* Render2DText;
```

```
float LastHealth;
```

```
bool FlashActive;
```

```
unsigned int EndFlashTime;
```

```

unsigned int  EndBlinkTime;

bool  ForceInfoDisplayDuringLowHealth;
float  LowHealthThreshold;

unsigned int  HealthInfoFlashDuration; // in msec
unsigned int  LowHealthBlinkDuration; // ^

Vector2  BackgroundSize;
Vector2  BackgroundPosition;
RectClass  BackgroundUV;
char *  BackgroundTextureFile;

Vector2  TextPosition;
char *  TextFontFile;

public:
    TestHUDItemClass();
    ~TestHUDItemClass();
    void Load(INIClass* ini);
    void Render();
};

extern TestHUDItemClass TestHUD;

#endif

```

This is my testhud.cpp:

```

//-----
// health hud item rendering/loading code
//-----
TestHUDItemClass::TestHUDItemClass():
// TeamVehCount-number
Render2DTextClass *TeamVehCountRender2DClass = 0;
bool RenderTeamVehCountText = false;
unsigned int TeamVehCountColor = 0;
Vector2 *TeamVehCountPosition = 0;
bool TeamVehCountEnabled = false;
Vector2 *TeamVehCountOffset = 0;
{
};

TestHUDItemClass::~TestHUDItemClass()
{

```

```
SAFE_DELETE(TeamVehCountPosition);
SAFE_DELETE(TeamVehCountRender2DClass);
};
```

```
void TestHUDItemClass::Load(INIClass *ini)
{
if (!ini) return; // if you don't have an ini, something is horribly wrong!

// TeamVehCount-Number
TeamVehCountEnabled = hudini->Get_Bool("General","TeamVehCountEnabled",false);
if (TeamVehCountEnabled)
{
bool TeamVehCountVisible = hudini->Get_Bool("General","TeamVehCountVisible",true);
float TeamVehCountXPos = hudini->Get_Float("General","TeamVehCountXPos",118);
float TeamVehCountYPos = hudini->Get_Float("General","TeamVehCountYPos",717);
if (TeamVehCountXPos < 0)
{
TeamVehCountXPos += ScreenResolution->Right;
}
if (TeamVehCountYPos < 0)
{
TeamVehCountYPos += ScreenResolution->Bottom;
}
char TeamVehCountFont[100];
hudini->Get_String("General","TeamVehCountFont","FONT6x8.TGA",TeamVehCountFont,sizeof
(TeamVehCountFont));
unsigned int TeamVehCountCol = hudini->Get_Int("General","TeamVehCountColor",0);
TeamVehCountPosition = new Vector2(TeamVehCountXPos,TeamVehCountYPos);
RenderTeamVehCountText = TeamVehCountVisible;
TeamVehCountColor = (*Colors)[TeamVehCountCol];
TeamVehCountRender2DClass = CreateRender2DTextClass(TeamVehCountFont);
}
};
```

```
void TestHUDItemClass::Render()
{
if (RenderTeamVehCountText)
{
TeamVehCountRender2DClass->Reset();
RectClass *r = (RectClass *)((char *)TeamVehCountRender2DClass+0x5B8);
float TeamVehCount = float(Get_Team_Vehicle_Count(Get_Player_Type(obj)));
r->Right = TeamVehCountPosition->X;
r->Left = TeamVehCountPosition->X;
r->Top = TeamVehCountPosition->Y;
```

```

r->Bottom = TeamVehCountPosition->Y;
char text[10];
unsigned int h = (unsigned int)(TeamVehCount + 0.5f);
sprintf(text, "Team Vehicle Count: %d", h);
unsigned int color = TeamVehCountColor;
TeamVehCountRender2DClass->Draw_Text(text, color);
TeamVehCountRender2DClass->Render();
}
};

```

```

//-----
// globals
//-----
TestHUDItemClass TestHUD;

```

TestHUD.cpp

```

.\TestHUD.cpp(49) : error C2059: syntax error : '*'
.\TestHUD.cpp(50) : error C2062: type 'bool' unexpected
.\TestHUD.cpp(50) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(51) : error C2062: type 'unsigned int' unexpected
.\TestHUD.cpp(51) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(52) : error C2059: syntax error : '*'
.\TestHUD.cpp(52) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(53) : error C2062: type 'bool' unexpected
.\TestHUD.cpp(53) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(54) : error C2059: syntax error : '*'
.\TestHUD.cpp(54) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(55) : error C2059: syntax error : '{'
.\TestHUD.cpp(55) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(62) : error C2065: 'TeamVehCountPosition' : undeclared identifier
.\TestHUD.cpp(62) : error C2541: 'delete' : cannot delete objects that are not pointers
.\TestHUD.cpp(63) : error C2065: 'TeamVehCountRender2DClass' : undeclared identifier
.\TestHUD.cpp(63) : error C2541: 'delete' : cannot delete objects that are not pointers
.\TestHUD.cpp(73) : error C2065: 'TeamVehCountEnabled' : undeclared identifier
.\TestHUD.cpp(73) : error C2065: 'hudini' : undeclared identifier
.\TestHUD.cpp(73) : error C2227: left of '->Get_Bool' must point to class/struct/union/generic type
type is "unknown-type"
.\TestHUD.cpp(76) : error C2227: left of '->Get_Bool' must point to class/struct/union/generic type
type is "unknown-type"
.\TestHUD.cpp(77) : error C2227: left of '->Get_Float' must point to class/struct/union/generic type
type is "unknown-type"

```

```

.\TestHUD.cpp(78) : error C2227: left of '->Get_Float' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(88) : error C2227: left of '->Get_String' must point to class/struct/union/generic
type
    type is "unknown-type"
.\TestHUD.cpp(89) : error C2227: left of '->Get_Int' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(91) : error C2065: 'RenderTeamVehCountText' : undeclared identifier
.\TestHUD.cpp(92) : error C2065: 'TeamVehCountColor' : undeclared identifier
.\TestHUD.cpp(92) : error C2065: 'Colors' : undeclared identifier
.\TestHUD.cpp(103) : error C2227: left of '->Reset' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(105) : error C2065: 'obj' : undeclared identifier
.\TestHUD.cpp(105) : fatal error C1903: unable to recover from previous error(s); stopping
compilation
tonemapscenesshader.cpp
stackingscenesshader.cpp
simplescenesshader.cpp
Build log was saved at "file://c:\Documents and
Settings\Administrator\Bureaublad\scripts344_Raptor-RSF\tmp\shaders\BuildLog.htm"
shaders - 31 error(s), 0 warning(s)

```

I have these inside my shaderhud.cpp:

```

#include "testhud.h" // TestHUD

-----

extern "C"
{
void __declspec(dllexport) ReadHUDBits(INIClass *hudini)
{

TestHUD.Load(hudini); // TestHUD

//-----

void __declspec(dllexport) UpdateHUD2()
{

```

TestHUD.Render(); // TestHUD
