
Subject: !rtc c++

Posted by [SODPaddy](#) on Mon, 08 Aug 2011 21:56:22 GMT

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Hey, im trying to create !rtc (request teamchange)

i found this source code in SSGM2.0.2XWFDS /

http://www.renegadeforums.com/index.php?t=msg&goto=437221&rid=19922&srch=SSGM2.0.2XWFDS#msg_437221

SSGM2.0.2XWFDS doesnt support Veteran.dll so i need to add !rtc myself

```
Quote:
class RTCChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    if (SwapCheck(ID) == false) {
        RequestTeamChange(Get_Player_Name_By_ID(ID));
    }
    else {
        Console_Input(StrFormat("ppage %d You have already swapped once this map.",ID).c_str());
    }
}
};
ChatCommandRegistrant<RTCChatCommand>
RTCChatCommandReg("!swap;!rtc;!requestteamchange",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

my problem:

1>.\gmmain.cpp(1321) : error C3861: "SwapCheck": Bezeichner wurde nicht gefunden.

1>.\gmmain.cpp(1322) : error C3861: "RequestTeamChange": Bezeichner wurde nicht gefunden.

I dont found SwapCheck or RequestTeamChange in header files

sorry, my english is very bad - my last English school lesson is many years ago
