
Subject: Re: 4.0 doesn't support some stuff that 3.4 did??
Posted by [Distrbd21](#) on Wed, 30 May 2012 21:32:21 GMT
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It only give's me one error now.

Says something about !railgun;!rail

no instance of constructor "ChatCommandRegistrant<T>::ChatCommandRegistrant [with T=railgun1ChatCommand]" matches the argument list c:\users\distrbd21\documents\visual studio 2010\projects\source\weapons\weapons.cpp 41

```
class railgun1ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    int cost = 1200;
    const char *powerup = "POW_Railgun_Player";

    if (Commands->Get_Money(Get_GameObj(ID)) < cost)
    {
        Commands->Give_PowerUp(obj, powerup, 1);
        Commands->Give_Money(obj, static_cast<float>(-cost), false);
    }
}
};

ChatCommandRegistrant<railgun1ChatCommand> railgun1ChatCommandReg("!railgun;!rail",0);
```
