Subject: (C++) float to GameObject
Posted by mrÃ£Ã§Ä·z on Sat, 17 May 2008 19:40:58 GMT
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How can i Convert float to GameObject? i need that for a new Mod im working on =))
Thanks

Subject: Re: (C++) float to GameObject
Posted by Sir Kane on Sat, 17 May 2008 22:04:59 GMT
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What?

Subject: Re: (C++) float to GameObject
Posted by Yrr on Sat, 17 May 2008 22:06:21 GMT
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Das ist nicht dein Ernst, oder?!

Subject: Re: (C++) float to GameObject
Posted by jnz on Sat, 17 May 2008 22:23:20 GMT
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He was trying to get a building's health.

GameObject *Find_Power_Plant(int Team); //finds the first powerplant for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_Refinery(int Team); //finds the first refinery for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_Repair_Bay(int Team); //finds the first repair bay for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_Soldier_Factory(int Team); //finds the first soldier factory for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_Airstrip(int Team); //finds the first airstrip for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_War_Factory(int Team); //finds the first war factory for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_Vehicle_Factory(int Team); //finds the first airstrip for Team,if none is found,finds the first war factory for Team,0 = Nod,1 = GDI,2 = either
GameObject *Find_Com_Center(int Team); //finds the first communications center for Team,0 = Nod,1 = GDI,2 = either

Subject: Re: (C++) float to GameObject
Posted by reborn on Sat, 17 May 2008 22:33:21 GMT

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```
float barhealth = Commands->Get_Health(Find_Soldier_Factory(1));
// I want to halve the barrack health
Commands->Set_Health((Find_Soldier_Factory(1)),(barhealth/2.0f));
```

Subject: Re: (C++) float to GameObject
Posted by mrÃ£Ã§Ä·z   on Sat, 17 May 2008 23:32:22 GMT

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I dont really wanted to convert it, i wanted to combine it, anyways i got work what i wanted.