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Subject: Having problems with C++

Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 02:10:15 GMT

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I'm having problems with this code.

I want to make a command that arrests a player and teleports it into a zone.

Zone id = 100054

Here is the code:

```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
int player = atoi(Text[1].c_str());
GameObject *obj = Get_GameObj(player);
int x = ??????????("100054");
GameObject *gotoObject = Commands->Find_Object(x);
    Vector3 gotoLocation = Commands->Get_Position(gotoObject);
    Commands->Set_Position(obj,gotoLocation);
}
else {
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

I dont know what to put in the place where are the ????????

Do any of you guys know what i could put there?

I got it from a script and it was Get\_Int\_Parameter but it is getting a error:

Quote:1>.\gmmain.cpp(3116) : error C3861: 'Get\_Int\_Parameter': identifier not found

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Subject: Re: Having problems with C++

Posted by [jnz](#) on Wed, 18 Jun 2008 02:22:35 GMT

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```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
int player = atoi(Text[1].c_str());
GameObject *obj = Get_GameObj(player);
int x = 100054;
GameObject *gotoObject = Commands->Find_Object(x);
    Vector3 gotoLocation = Commands->Get_Position(gotoObject);
    Commands->Set_Position(obj,gotoLocation);
```

```
}  
else {  
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());  
}  
}  
};  
ChatCommandRegistrant<jailChatCommand>  
jailChatCommandReg("!jail",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

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Subject: Re: Having problems with C++  
Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 02:31:39 GMT  
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Works perfect, thanks.  
Do you know a !sell all code?  
I cant seem to figure out how to make it. I made one but when i die, i cant sell my objects any more.

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Subject: Re: Having problems with C++  
Posted by [mrÃ£Ã§Ã-z](#) on Wed, 18 Jun 2008 10:28:11 GMT  
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HeavyX101 wrote on Tue, 17 June 2008 21:31Works perfect, thanks.  
Do you know a !sell all code?  
I cant seem to figure out how to make it. I made one but when i die, i cant sell my objects any more.  
Do it with INI's, then "save" the ID of the Object.

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Subject: Re: Having problems with C++  
Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 16:31:51 GMT  
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madrackz wrote on Wed, 18 June 2008 06:28HeavyX101 wrote on Tue, 17 June 2008 21:31Works perfect, thanks.  
Do you know a !sell all code?  
I cant seem to figure out how to make it. I made one but when i die, i cant sell my objects any more.  
Do it with INI's, then "save" the ID of the Object.  
Well, i cant do that cuz i dont know how to save the files. Well, i might learn it. Thanks for helping guys

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Subject: Re: Having problems with C++

Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 19:17:58 GMT

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Sorry for double post.

But i need your help guys.

```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
    const char *pris = Get_Player_Name(Get_Part_Name(Text[1].c_str()));
    int player = atoi(pris);
GameObject *obj = Get_GameObj(player);
int x = 100054;
GameObject *gotoObject = Commands->Find_Object(x);
Vector3 gotoLocation = Commands->Get_Position(gotoObject);
Commands->Set_Position(obj,gotoLocation);
Change_Character(obj,"GDI_Prisoner_v0a");
    Commands->Set_Shield_Type(obj,"Blamo");
    Console_Input(StrFormat("msg 166,149,56 [BSS: %d Has Been Arrested ]",
Get_Player_ID(Get_Part_Name(Text[1].c_str()))).c_str());
}
else {
Console_Input(StrFormat("page %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail;!j",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

It compiled fine. But in game, when i write !jail HeavyX101 , it says the message "[BSS: -1 Has Been Arrested ]" but it is not putting me into the jail. Why is that?

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Subject: Re: Having problems with C++

Posted by [jnz](#) on Wed, 18 Jun 2008 20:09:23 GMT

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```
int player = atoi(pris);
```

because of that.

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Subject: Re: Having problems with C++

Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 20:25:07 GMT

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Ok, this is what i did now:

```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
    const char *pris = Get_Player_Name(Get_Part_Name(Text[1].c_str()));
GameObject *obj = Get_GameObj(pris);
int x = 100054;
GameObject *gotoObject = Commands->Find_Object(x);
    Vector3 gotoLocation = Commands->Get_Position(gotoObject);
    Commands->Set_Position(obj,gotoLocation);
    Change_Character(obj,"GDI_Prisoner_v0a");
        Commands->Set_Shield_Type(obj,"Blamo");
        Console_Input(StrFormat("cmsg 166,149,56 [BSS: %d Has Been Arrested ]",
Get_Player_ID(Get_Part_Name(Text[1].c_str()))).c_str());

}
else {
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail;!j",CHATYPE_ALL,1,GAMEMODE_AOW);
```

I get this error:

Quote:Error 1 error C2664: 'Get\_GameObj' : cannot convert parameter 1 from 'const char \*' to 'int' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 3222

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Subject: Re: Having problems with C++

Posted by [jnz](#) on Wed, 18 Jun 2008 21:12:16 GMT

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Get\_GameObj needs a player ID.

```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
    const char *pris = Get_Player_Name(Get_Part_Name(Text[1].c_str()));
GameObject *obj = Get_GameObj_By_Player_Name(pris);
int x = 100054;
GameObject *gotoObject = Commands->Find_Object(x);
    Vector3 gotoLocation = Commands->Get_Position(gotoObject);
    Commands->Set_Position(obj,gotoLocation);
    Change_Character(obj,"GDI_Prisoner_v0a");
        Commands->Set_Shield_Type(obj,"Blamo");
```

```
    Console_Input(StrFormat("cmsg 166,149,56 [BSS: %d Has Been Arrested ]",
Get_Player_ID(Get_Part_Name(Text[1].c_str()))).c_str());

}
else {
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail;!j",CHATTYPER_ALL,1,GAMEMODE_AOW);
```

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Subject: Re: Having problems with C++  
Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 21:52:52 GMT  
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Compiled but it still doesnt teleport me to the jail.  
I think it is this line:  
Quote: const char \*pris = Get\_Player\_Name(Get\_Part\_Name(Text[1].c\_str()));

---

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Subject: Re: Having problems with C++  
Posted by [Gen\\_Blacky](#) on Fri, 20 Jun 2008 02:23:29 GMT  
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worked fine for me are all the errors in const char \*pris =  
Get\_Player\_Name(Get\_Part\_Name(Text[1].c\_str()));

---

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Subject: Re: Having problems with C++  
Posted by [HeavyX101- Left](#) on Fri, 20 Jun 2008 02:41:51 GMT  
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It compiles fine but when i type !jail heavyx101 , it does not put me in jail, it just says [BSS: -1 Has been arrested]

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Subject: Re: Having problems with C++  
Posted by [jnz](#) on Fri, 20 Jun 2008 10:50:15 GMT  
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```
Console_Input(StrFormat("cmsg 166,149,56 [BSS: %d Has Been Arrested ]",
Get_Player_ID(obj)).c_str());
```

---

---

Subject: Re: Having problems with C++  
Posted by [HeavyX101- Left](#) on Fri, 20 Jun 2008 17:11:35 GMT  
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Still says [BSS: -1 Has been arrested] and it does not put me in jail.

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