
Subject: C++ script ERROR can anyone help me

Posted by [cpjok](#) on Sat, 21 Jun 2008 22:20:43 GMT

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ok the files wont compile with these in anyone know how i can fix them

```
class commandsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("ppage %d [BZ-BOT]: !weather , !weaps , !nodchars , !gdichars , !cash ,
!points , !extra",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show Commands",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<commandsChatCommand>
commandsChatCommandReg("!commands",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```
class weathersChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !snow - !desnow , !rain - !derain , !snow - !desnow , !ash -
!deash , !warblitz - !dewarblitz , !lightning - !delighting , !clouds - !declouds , !frain - !defrain , !fog
- !defog",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show Commands",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<commandsChatCommand>
commandsChatCommandReg("!weather",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

```
class weaponsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !ramjet - 650 , !rail - 600 , !pic - 575 , !vlt - 625 , !chain -
100 , !chem - 200 , !flame - 20 , !gren - 20 , !chain - 275 , !proxy - 350 , !laser - 300 , !remote -
225 , !mine - 175 , !repair - 300 , !rocket - 300 , !shotgun - 20 , !sniper - 400 , !tib - 175 , !flech
375",ID).c_str());
```

```

    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show Weapons",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<weaponsChatCommand>
weaponsChatCommandReg("!weaps",CHATTYPE_ALL,0,GAMEMODE_AOW);

class gdicharsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !petrova - 6500.",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show gdichars",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<gdicharsChatCommand>
gdicharsChatCommandReg("!gdichars",CHATTYPE_ALL,0,GAMEMODE_AOW);

class nodcharsChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !roshambo - 6250.",ID).c_str());
    }
    else{
Console_Input(StrFormat("ppage %d Failed To Show nodchars",Get_Player_ID(obj)).c_str());
    }
}
};
ChatCommandRegistrant<nodcharsChatCommand>
nodcharsChatCommandReg("!nodchars",CHATTYPE_ALL,0,GAMEMODE_AOW);

class extrasChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !iong - 2750 , !ionn - 2750 , !terrorist - 1000 , !fly - 400 ,
!sellveh , !ss - 1000.",ID).c_str());
    }
    else{

```

```

Console_Input(StrFormat("ppage %d Failed To Show extras",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<extrasChatCommand>
extrasChatCommandReg("!extras",CHATTYPE_ALL,0,GAMEMODE_AOW);

class credstChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !2000c - 1000 Points.",ID).c_str());
}
else{
Console_Input(StrFormat("ppage %d Failed To Show credst",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<credstChatCommand>
credstChatCommandReg("!cash",CHATTYPE_ALL,0,GAMEMODE_AOW);

class pointstChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
char message[256];
Console_Input(StrFormat("pamsg %d !1000p - 4000.",ID).c_str());
}
else{
Console_Input(StrFormat("ppage %d Failed To Show pointst",Get_Player_ID(obj)).c_str());
}
}
};
ChatCommandRegistrant<pointstChatCommand>
pointstChatCommandReg("!points",CHATTYPE_ALL,0,GAMEMODE_AOW);

```

Subject: Re: C++ script ERROR can anyone help me
Posted by [saberhawk](#) on Sat, 21 Jun 2008 23:05:16 GMT
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If you want help, post the error messages that the compiler gives you...

Subject: Re: C++ script ERROR can anyone help me
Posted by [cnc95fan](#) on Sat, 21 Jun 2008 23:25:46 GMT

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If it is the same error message over and over then don't post them all.

Subject: Re: C++ script ERROR can anyone help me
Posted by [a000clown](#) on Sun, 22 Jun 2008 00:22:10 GMT

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Not just you, but do people here not know how to use the tab button and follow proper source formatting?

It makes things so much easier to read and follow...

Subject: Re: C++ script ERROR can anyone help me
Posted by [cpjok](#) on Sun, 22 Jun 2008 11:16:30 GMT

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yes it is pritty mutch but i have a differant code that works already

Subject: Re: C++ script ERROR can anyone help me
Posted by [HeavyX101- Left](#) on Sun, 22 Jun 2008 16:54:55 GMT

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CPJOK DIDNT I ALREADY FIX THAT FOR YOU?
