
Subject: C++ Problem.

Posted by [HeavyX101- Left](#) on Tue, 08 Jul 2008 19:46:34 GMT

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Hey guys, i'm having a problem here.

There is something wrong with this line here:

```
const char *preset = Get_Preset_Name(Text[1].c_str());
```

The error that shows up is :

Quote:Error 1 error C3861: 'Get_Preset_ID': identifier not found c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2479

What is the problem. I cant seem to figure it out.

Note: I just installed VS C++ 2009 because VS2005 is not working. But VS2009 compiled SSGM when i first opened it.

Subject: Re: C++ Problem.

Posted by [mr£Ä\\$Ä-z](#) on Tue, 08 Jul 2008 19:51:02 GMT

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add Commands->

Subject: Re: C++ Problem.

Posted by [cnc95fan](#) on Tue, 08 Jul 2008 19:54:39 GMT

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You can make cheats and yet not figure that out!

Subject: Re: C++ Problem.

Posted by [HeavyX101- Left](#) on Tue, 08 Jul 2008 19:56:29 GMT

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I got this error now

Error 1 error C2664: 'const char *(GameObject *)' : cannot convert parameter 1 from 'const char *' to 'GameObject *' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2479

Subject: Re: C++ Problem.

Posted by [bmruze](#) on Tue, 08 Jul 2008 22:27:40 GMT

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Can you show what else you are trying to use it with?

Subject: Re: C++ Problem.

Posted by [HeavyX101- Left](#) on Wed, 09 Jul 2008 00:39:03 GMT

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Why, the error is only on that line.

And i dont like putting my codes here because this is what happened once.

I was making a jail code and i had errors. I posted a code here so i could get help. After a day or 2 people strted to use that code and didnt give me any credit but gave the credit for the person that fixed the error. I just couldnt explain to cpjok that it was my code, but he kept saying that roshambo made it.

Subject: Re: C++ Problem.

Posted by [Veyrdite](#) on Wed, 09 Jul 2008 01:54:40 GMT

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Commonly with C++ the line that is reporting errors on isn't actually the line with errors - instead lines before it have stuffed up the syntax. Go through your code from the beginning to that point or comment lines out until you have found the culprit.

Subject: Re: C++ Problem.

Posted by [HeavyX101- Left](#) on Wed, 09 Jul 2008 02:00:09 GMT

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```
// SCRIPT MADE BY HEAVYX101, REMEMBeR THAT!  
class presetbuildChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatType) {  
    GameObject *obj = Get_GameObj(ID);  
    GameObject *Own = Get_GameObj(ID);  
    const char *preset = Commands->Get_Preset_Name(Text[1].c_str());  
    Vector3 position;  
    position = Commands->Get_Position(obj);  
    position.Z += 0;  
    position.X += (float)(5*cos(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));  
    position.Y += (float)(5*sin(Commands->Get_Facing(Get_GameObj(ID))*(3.14 / 180)));  
    {
```

```
GameObject *object = Commands->Create_Object("%d",preset));
Console_Input(StrFormat("msg WORKS!").c_str());
Commands->Set_Facing(obj, Commands->Get_Facing(obj)-180);
}
}
};
ChatCommandRegistrant<presetbuildChatCommand>
presetbuildChatCommandReg("!pbuild",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

That is the whole command i'm working on.

Subject: Re: C++ Problem.
Posted by [Veyrdite](#) on Wed, 09 Jul 2008 02:24:53 GMT
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The last two lines are a bit questionable. A semi-colon after a closing bracket?
Note that I've never been near Renegade C++ rather other versions for other games.

Subject: Re: C++ Problem.
Posted by [HeavyX101- Left](#) on Wed, 09 Jul 2008 02:47:34 GMT
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I havent work with coding for like 3 weeks now, i think i forgot some stuff

Subject: Re: C++ Problem.
Posted by [Veyrdite](#) on Wed, 09 Jul 2008 04:00:23 GMT
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HeavyX101 wrote on Wed, 09 July 2008 12:47 I havent work with coding for like 3 weeks now, i think i forgot some stuff
Try having a reference page open next to the script window.
