
Subject: C++ Question

Posted by [HeavyX101- Left](#) on Wed, 09 Jul 2008 21:21:38 GMT

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I'm just wondering what word stands for "word" in C++.

For example, int stands for numbers.

What word stands for "word" in c++.

Examples:

```
int preset = atof(Text[1].c_str()); = finds the number from the message.
```

```
??? preset = atof(Text[1].c_str()); = finds the word from the message.
```

Subject: Re: C++ Question

Posted by [dead6re](#) on Wed, 09 Jul 2008 21:29:45 GMT

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"word" does not exist. There is a replacement called char which is an array. Or however you can look at the STD library for std::string.

```
int atoi( const char *str );
double atof( const char *str );
long atol( const char *str );
```

Most of the time you can cast between

int -> double/float

Don't go the other way though as you lose the decimal places.

Subject: Re: C++ Question

Posted by [N1warhead](#) on Wed, 09 Jul 2008 21:42:27 GMT

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dead6re wrote on Wed, 09 July 2008 16:29"word" does not exist. There is a replacement called char which is an array. Or however you can look at the STD library for std::string.

```
int atoi( const char *str );
double atof( const char *str );
long atol( const char *str );
```

Most of the time you can cast between

int -> double/float

Don't go the other way though as you lose the decimal places.

Hmm STD Library?

AIDS

HIV

HEP B

HEP C

herpes

sars

I am sure there is more lol.

Subject: Re: C++ Question

Posted by [GrimmNL](#) on Wed, 09 Jul 2008 22:07:34 GMT

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lol

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Wed, 09 Jul 2008 22:21:16 GMT

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dead6re wrote on Wed, 09 July 2008 17:29"word" does not exist. There is a replacement called char which is an array. Or however you can look at the STD library for std::string.

```
int atoi( const char *str );
double atof( const char *str );
long atol( const char *str );
```

Most of the time you can cast between
int -> double/float

Don't go the other way though as you lose the decimal places.

Thanks for the fast reply, but i didnt find anything that could go in this(HERE) :

Quote:HERE preset = atof(Text[1].c_str()); = finds the word from the message.

Does anyone know it. Reborn could of help if i didnt ***** but thats life.

Subject: Re: C++ Question

Posted by [=HT=T-Bird](#) on Wed, 09 Jul 2008 23:57:58 GMT

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You should either use (const) char* or std::string. char* is marginally faster, but it's easier to make silly, sloppy, and sometimes exploitable errors with it. BTW, you don't need to call an extra function, as Text[1] is already an std::string and .c_str() gives you a char* from it.

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Thu, 10 Jul 2008 00:27:19 GMT

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Ok, this is what i did:

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

And i got a error:

Error 1 error C2440: 'initializing' : cannot convert from 'double' to 'char

*' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2477

Subject: Re: C++ Question

Posted by [saberhawk](#) on Thu, 10 Jul 2008 01:26:38 GMT

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HeavyX101 wrote on Wed, 09 July 2008 19:27Ok, this is what i did:

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

And i got a error:

Error 1 error C2440: 'initializing' : cannot convert from 'double' to 'char

*' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2477

atof returns a float or a double...

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Thu, 10 Jul 2008 01:31:47 GMT

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Now, i got this:

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

And the error i got is:

Error 1 error C2440: 'initializing' : cannot convert from 'std::string' to 'char

*' c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2477

Subject: Re: C++ Question

Posted by [dead6re](#) on Thu, 10 Jul 2008 16:11:07 GMT

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I knew someone was going to make that reference to STDs... :S Oh well.

You need to cast the function to become a char*.
Currently you have

```
char *preset = const char *c_str();
```

Notice the const? It isn't the same on each side.

Either:

Correctness (Warning: You cannot edit a const char):

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

OR:

Casting:

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

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Thu, 10 Jul 2008 16:33:22 GMT

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Thanks That helped me alot now

Anyways, the line i'm using it for got error. I dont think that i used the "preset" thing right

```
GameObject *object = Commands->Create_Object(preset,position);
```

Error 1 error C2220: warning treated as error - no 'object' file
generated c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2487

Plus a warning:

Warning 2 warning C4189: 'object' : local variable is initialized but not
referenced c:\Westwood\RenegadeFDS\Server\gmmain.cpp 2487

It would be nice if you would help, but if you dont know, then it is ok.

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Thu, 10 Jul 2008 20:33:00 GMT

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Anyone knows how to fix it?

Subject: Re: C++ Question

Posted by [saberhawk](#) on Thu, 10 Jul 2008 21:08:36 GMT

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HeavyX101 wrote on Thu, 10 July 2008 15:33 Anyone knows how to fix it?

Don't create a variable if you aren't going to use it. Just use `Commands->Create_Object` at the start of the line...

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Thu, 10 Jul 2008 22:29:11 GMT

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Thanks man, it compiled now. But the game doesnt really work, the preset name i give doesnt deploy.

Anyways, that is my part to fix now. Thanks guys!

Subject: Re: C++ Question

Posted by [dead6re](#) on Fri, 11 Jul 2008 17:19:39 GMT

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Post your source?

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Fri, 11 Jul 2008 17:38:51 GMT

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```
//Made By Ferkhat Shubladze
```

```
class presetbuildChatCommand : public ChatCommandClass {  
    void Triggered(int ID,const TokenClass &Text,int ChatType) {  
        GameObject *obj = Get_GameObj(ID);
```

```

char *preset = (char *)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))); // this is
gonna be fixed soon
{

Commands->Create_Object(preset,position);
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);

```

Subject: Re: C++ Question

Posted by [dead6re](#) on Fri, 11 Jul 2008 20:07:47 GMT

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```

class presetbuildChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);

char *preset = (char *)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)));

Commands->Create_Object(preset, position);
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);

```

I would just check where the position is because you are altering it, I've had enough core 4 [intergration of trig functions] this year so I'm not checking it.

My other advice would be to make sure you are sending a valid preset as found in reneidit.

Subject: Re: C++ Question

Posted by [HeavyX101- Left](#) on Sat, 12 Jul 2008 15:59:32 GMT

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Nope, doesnt work.

I think it is still this line:

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

It wont read the word/preset name from the message.
