
Subject: Timer with a chat class command?

Posted by [whtdrgnpl](#) on Wed, 25 Mar 2009 04:13:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do I use a timer with a chat class command? I've been trying to use this on one of them:

```
Commands->Start_Timer(obj,this,3.0f,1);
```

but I keep getting this error:

```
1>.\RTSplugin.cpp(2738) : error C2664: 'void (GameObject *,ScriptClass *,float,int)' : cannot convert parameter 2 from 'BuildCommand *const ' to 'ScriptClass *'
```

```
1>    Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast
```

```
1>.\RTSplugin.cpp(2738) : error C2664: 'void (GameObject *,ScriptClass *,float,int)' : cannot convert parameter 1 from 'int' to 'GameObject *'
```

```
1>    Conversion from integral type to pointer type requires reinterpret_cast, C-style cast or function-style cast
```

Subject: Re: Timer with a chat class command?

Posted by [nopol10](#) on Wed, 25 Mar 2009 04:36:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have to make a ScriptImpClass script with a Timer_Expired event and attach that script to an invisible object. Put whatever you need it to run in the Timer_Expired.

Subject: Re: Timer with a chat class command?

Posted by [jnz](#) on Wed, 25 Mar 2009 07:33:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

whtdrgnpl wrote on Wed, 25 March 2009 04:13How do I use a timer with a chat class command?

I've been trying to use this on one of them:

```
Commands->Start_Timer(obj,this,3.0f,1);
```

but I keep getting this error:

```
1>.\RTSplugin.cpp(2738) : error C2664: 'void (GameObject *,ScriptClass *,float,int)' : cannot convert parameter 2 from 'BuildCommand *const ' to 'ScriptClass *'
```

```
1>    Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast
```

```
1>.\RTSplugin.cpp(2738) : error C2664: 'void (GameObject *,ScriptClass *,float,int)' : cannot convert parameter 1 from 'int' to 'GameObject *'
```

```
1>    Conversion from integral type to pointer type requires reinterpret_cast, C-style cast or function-style cast
```

You can't, the chat command class has nothing to do with ScriptImpClass

Subject: Re: Timer with a chat class command?
Posted by [whtdrgnpl](#) on Wed, 25 Mar 2009 08:03:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I had a feeling that was what I had to do actually but I couldn't figure out how to get it to work with what I was doing but I got it working now, thanks.
