
Subject: C++ help question

Posted by [Xpert](#) on Wed, 15 Apr 2009 23:56:33 GMT

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I'm trying to use a certain code that's in one .cpp file to be used in another .cpp file. How do I go about doing that?

I have this in gmmain.cpp

```
struct VeteranPlayers {
    std::string PlayerName;
    int VeteranPoints;
};
```

```
std::vector<VeteranPlayers> VetInfo;
```

```
int VetCheckPoints(int ID) {
    if (!VetInfo.empty()) {
        for (int i = 0; i < VetInfo.size(); i++) {
            if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
                int Points;
                Points = VetInfo[i].VeteranPoints;
                return Points;
            }
        }
    }
    return 0;
}
```

I'm trying to get this to work also in gmscripts.cpp. Anyone can help me do that?

Subject: Re: C++ help question

Posted by [Zuess](#) on Thu, 16 Apr 2009 01:24:13 GMT

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in the .h file, create the structure.

Then whatever .cpp file you want to use your function in, do an

```
#include <original_file.h>
/* in gmmain.h */
```

```
struct VeteranPlayers {
```

```
std::string PlayerName;
int VeteranPoints;
};

std::vector<VeteranPlayers> VetInfo;
int VetCheckPoints(int ID);
```

in your code

```
#include <gmain.h>

void whateverfunction(int ID)
{
    int points = VetCheckPoints(ID);
    /* DO SOMETHING */
}
```

I'll double check my syntax when I get home

Subject: Re: C++ help question
Posted by [Xpert](#) on Fri, 17 Apr 2009 02:00:03 GMT
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Had errors ;\

Maybe I can get reborn to help me since it is his code.

Subject: Re: C++ help question
Posted by [nopol10](#) on Fri, 17 Apr 2009 03:54:28 GMT
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In the cpp file where you want to call VetCheckPoints, put in the line

```
extern int VetCheckPoints(int ID);
```

Subject: Re: C++ help question

Posted by [reborn](#) on Fri, 17 Apr 2009 11:02:10 GMT

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If you're trying to migrate this back into SSGM because you want it to work with vehicles then I would suggest keeping it as a plugin.

```
You could add a void reb_vet_System::Custom(GameObject *obj, int message, int param,
GameObject *sender) {
```

And on the custom check to see if they entered a vehicle.

On the objecthookcall vehicles are already hooked in that plug-in, you could attach a vet script similar to that of the player version to vehicles there. But don't forget people will try to exploit this as much as possible... (If they get in the vehicle and set it's health/armor higher, remember to set it back when they exit).

Subject: Re: C++ help question

Posted by [Xpert](#) on Fri, 17 Apr 2009 18:58:19 GMT

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I'm not bothered by the health and armor. I'm trying to recreate the mod that we use on our server. There were too many modifications for me to keep it as a plugin because it required so much stuff from my main code. I edited the veteran system a lot and even had it work for CTF mode flag events.

This is what I'm trying to pull off. Maybe you can get the idea. I placed this in gmscripts.cpp

```
void MDB_SSGM_Vehicle::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
```

```
int Points;
```

```
Points = VetCheckPoints(Get_Player_ID(sender));
```

```
float health = Commands->Get_Max_Health(obj);
```

```
float armor = Commands->Get_Shield_Strength(obj);
```

```
if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
    if (Settings->EnableVehOwn && Get_Vehicle_Owner(obj) == sender && !Find_My_Veh(sender))
    {
        Commands->Attach_Script(obj,"MDB_SSGM_Vehicle_Owner",StrFormat("%d,%d",Commands-
>Get_ID(sender),Get_Object_Type(sender)).c_str());
        Console_Input(StrFormat("ppage %d Your vehicle has been auto-bound to you. Use !unbind to
relinquish ownership. Use !lock to prevent your teammates from stealing the
vehicle.",Get_Player_ID(sender)).c_str());
        if (Points >= 120) {
            Set_Max_Health(obj, health*1.40f);
            Set_Max_Shield_Strength(obj, armor*1.40f);
            Attach_Script_Once(obj,"c_Regen","3,1,8");
        }
    }
}
```

```

}
else if (Points >= 90 && Points < 120) {
    Set_Max_Health(obj, health*1.30f);
    Set_Max_Shield_Strength(obj, armor*1.30f);
    Attach_Script_Once(obj,"c_Regen","4,1,6");
}
else if (Points >= 60 && Points < 90) {
    Set_Max_Health(obj, health*1.20f);
    Set_Max_Shield_Strength(obj, armor*1.20f);
    Attach_Script_Once(obj,"c_Regen","4,1,4");
}
else if (Points >= 30 && Points < 60) {
    Set_Max_Health(obj, health*1.10f);
    Set_Max_Shield_Strength(obj, armor*1.10f);
    Attach_Script_Once(obj,"c_Regen","4,1,2");
}
Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
Commands->Set_Shield_Strength(obj, Commands->Get_Max_Shield_Strength(obj));
}
}
}

```

This is what I'm trying to do thus why I'm asking how to use a function from another cpp file. And I'm having no luck right now because I'm having crash issues or code errors.

Subject: Re: C++ help question

Posted by [reborn](#) on Fri, 17 Apr 2009 19:44:41 GMT

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If you need to use the function from another .cpp file then add
extern <function here>;
before you use the function.

If you're really struggling, then hit me up on MSN and i'll remote to you.
Would be nice if you considered releasing what you've made.

Subject: Re: C++ help question

Posted by [Genesis2001](#) on Fri, 17 Apr 2009 20:05:28 GMT

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reborn wrote on Fri, 17 April 2009 12:44 If you need to use the function from another .cpp file then add
extern <function here>;
before you use the function.

If you're really struggling, then hit me up on MSN and i'll remote to you.
Would be nice if you considered releasing what you've made.

This is what headers are for ... lol

<3 Master Includes file!

Subject: Re: C++ help question
Posted by [jnz](#) on Fri, 17 Apr 2009 20:09:59 GMT
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reborn wrote on Fri, 17 April 2009 20:44If you need to use the function from another .cpp file then add
extern <function here>;
before you use the function.

If you're really struggling, then hit me up on MSN and i'll remote to you.
Would be nice if you considered releasing what you've made.

extern on a function decloration isn't needed.

```
/*my_script.h*/  
void foo();
```

```
/*my_script.cpp*/  
void foo()  
{  
    for(int i = 0; i < 10; i++);  
}
```

```
/*any other file*/  
#include "my_script.h"
```

...

```
foo();
```

Subject: Re: C++ help question

Posted by [Xpert](#) on Tue, 21 Apr 2009 21:03:53 GMT

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Okay, I'm completely stumped. I tried so many things and still end up back to square one. This time I went to debug the scripts.dll. It points to 2 parts of the code and it makes no sense to me.

GMMAIN.CPP

```
struct VeteranPlayers {
    std::string PlayerName;
    int VeteranPoints;
};

std::vector<VeteranPlayers> VetInfo;

int VetCheckPoints(int ID) {
    if (!VetInfo.empty()) {
        for (int i = 0; i < VetInfo.size(); i++) {
            HERE --> if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
                int Points;
                Points = VetInfo[i].VeteranPoints;
                return Points;
            }
        }
    }
    return 0;
}
```

GMMAIN.H

```
int VetCheckPoints(int ID);
```

GMSSCRIPTS.CPP

```
void MDB_SSGM_Vehicle::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
    HERE -->int Points = VetCheckPoints(Get_Player_ID(sender));
    float health = Commands->Get_Max_Health(obj);
    float armor = Commands->Get_Shield_Strength(obj);
}
```

```

    if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
        if (Settings->EnableVehOwn && Get_Vehicle_Owner(obj) == sender &&
!Find_My_Veh(sender)) {

Commands->Attach_Script(obj,"MDB_SSGM_Vehicle_Owner",StrFormat("%d,%d",Commands->
Get_ID(sender),Get_Object_Type(sender)).c_str());
        Console_Input(StrFormat("ppage %d Your vehicle has been auto-bound to you.
Use !unbind to relinquish ownership. Use !lock to prevent your teammates from stealing the
vehicle.",Get_Player_ID(sender)).c_str());
            if (Points >= 120) {
                Set_Max_Health(obj, health*1.40f);
                Set_Max_Shield_Strength(obj, armor*1.40f);
                Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
                Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
                Attach_Script_Once(obj,"cAMpa_Regen","3,1,8");
            }
            else if (Points >= 90 && Points < 120) {
                Set_Max_Health(obj, health*1.30f);
                Set_Max_Shield_Strength(obj, armor*1.30f);
                Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
                Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
                Attach_Script_Once(obj,"cAMpa_Regen","4,1,6");
            }
            else if (Points >= 60 && Points < 90) {
                Set_Max_Health(obj, health*1.20f);
                Set_Max_Shield_Strength(obj, armor*1.20f);
                Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
                Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
                Attach_Script_Once(obj,"cAMpa_Regen","4,1,4");
            }
            else if (Points >= 30 && Points < 60) {
                Set_Max_Health(obj, health*1.10f);
                Set_Max_Shield_Strength(obj, armor*1.10f);
                Commands->Set_Health(obj, Commands->Get_Max_Health(obj));
                Commands->Set_Shield_Strength(obj,
Commands->Get_Max_Shield_Strength(obj));
                Attach_Script_Once(obj,"cAMpa_Regen","4,1,2");
            }
        }
    }
}

```

When I debugged it, it pointed to the parts I put "HERE -->" above, as being the problem.

I don't know what to do. This is frustrating me >.>

Subject: Re: C++ help question
Posted by [cAmpa](#) on Tue, 21 Apr 2009 22:34:30 GMT
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```
#include "GMMAIN.H"
```

Subject: Re: C++ help question
Posted by [Xpert](#) on Wed, 22 Apr 2009 06:39:39 GMT
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cAmpa wrote on Tue, 21 April 2009 18:34#include "GMMAIN.H"

It is included otherwise it wouldn't compile, doh?

Subject: Re: C++ help question
Posted by [jnz](#) on Wed, 22 Apr 2009 06:53:06 GMT
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```
if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
```

Very bad

Use:

```
const char *pName = Get_Player_Name_By_ID(ID);  
if(!pName) return 0;  
if (strcmp(VetInfo[i].PlayerName.c_str(), pName) == 0) {  
...  
}  
delete []pName;
```

```
int Points = VetCheckPoints(Get_Player_ID(sender));  
float health = Commands->Get_Max_Health(obj);  
float armor = Commands->Get_Shield_Strength(obj);
```



```
if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
```

Bad

Use:

```
if(!Commands->Is_A_Star(sender)) return;
```

```
int Points = VetCheckPoints(Get_Player_ID(sender));
```

```
float health = Commands->Get_Max_Health(obj);
```

```
float armor = Commands->Get_Shield_Strength(obj);
```

```
if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
```

Subject: Re: C++ help question

Posted by [Xpert](#) on Wed, 22 Apr 2009 23:20:18 GMT

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Omg, I f-ing love you. THANK YOU! It works YAY =D
