
Subject: Can someone help me with shaderhud in c++ ?
Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 10:50:53 GMT
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Hello guys!

Im here now to request some help for some little things.

I have now c++ experience for 5 weeks. That means im still a big noob

1. I now have 5000 lines of code for my shaderhud.cpp.
Can someone tell me how to store some parts of the code (for example the creditsText) in a different cpp file?

It somehow need to be linked, but i dont know how to do so.

I have seen this hapening to MiniHealthHUD and MiniAmmoHUD of the D6 hud code

I really apriciate any help

Subject: Re: Can someone help me with shaderhud in c++ ?
Posted by [jnz](#) on Sun, 07 Jun 2009 11:27:35 GMT
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myheaderfile.h

```
void myfunction();  
int anotherfunction();
```

myfunction.cpp

```
#include "myheaderfile.h"
```

```
void myfunction()  
{  
    //do something  
}
```

anotherfunction.cpp

```
#include "myheaderfile.h"
```

```
int anotherfunction()
```

```
{  
    return 10;  
}
```

Subject: Re: Can someone help me with shaderhud in c++ ?
Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 12:19:19 GMT
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Thanks so much for this!

Subject: Re: Can someone help me with shaderhud in c++ ?
Posted by [Sir Kane](#) on Sun, 07 Jun 2009 13:00:45 GMT
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jnz wrote on Sun, 07 June 2009 06:27myheaderfile.h

```
void myfunction();  
int anotherfunction();
```

No.

```
#ifndef _MYHEADERFILE_H_  
#define _MYHEADERFILE_H_
```

```
void myfunction();  
int anotherfunction();
```

```
#endif // !_MYHEADERFILE_H_
```

Subject: Re: Can someone help me with shaderhud in c++ ?
Posted by [jnz](#) on Sun, 07 Jun 2009 17:28:53 GMT
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Sir Kane wrote on Sun, 07 June 2009 14:00

```
#ifndef _MYHEADERFILE_H_  
#define _MYHEADERFILE_H_
```

```
void myfunction();
```

```
int anotherfunction();

#endif // !_MYHEADERFILE_H_
```

That's only if you're silly enough to try and include it twice.

Subject: Re: Can someone help me with shaderhud in c++ ?
Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 18:46:04 GMT
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I only get errors when i try to compile

This code works when i placed it inside shaderhud.pp only.

it may dont understand some callers maybe i dont know anything about this

Can anybody plz tell me whats wrong ?

I would be happy if someone can help me

This is my testhud.h:
/* TestHUDItemClass
Copyright 2009 Mark Sararu

This file is part of the Renegade scripts.dll
The Renegade scripts.dll is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version. See the file COPYING for more details.
In addition, an exemption is given to allow Run Time Dynamic Linking of this code with any closed source module that does not contain code covered by this licence.
Only the source code to the module(s) containing the licenced code has to be released.
*/

// Created by Raptor*[RSF]

```
#ifndef SHADERS_TestHUD_H_  
#define SHADERS_TestHUD_H_
```

```
class TestHUDItemClass
```

```

{
protected:
    bool Enabled;

    Render2DClass* Render2D;
    Render2DTextClass* Render2DText;

    float LastHealth;
    bool FlashActive;
    unsigned int EndFlashTime;
    unsigned int EndBlinkTime;

    bool ForceInfoDisplayDuringLowHealth;
    float LowHealthThreshold;

    unsigned int HealthInfoFlashDuration; // in msec
    unsigned int LowHealthBlinkDuration; // ^

    Vector2 BackgroundSize;
    Vector2 BackgroundPosition;
    RectClass BackgroundUV;
    char * BackgroundTextureFile;

    Vector2 TextPosition;
    char * TextFontFile;

public:
    TestHUDItemClass();
    ~TestHUDItemClass();
    void Load(INIClass* ini);
    void Render();
};

extern TestHUDItemClass TestHUD;

#endif

```

This is my testhud.cpp:

```

//-----
// health hud item rendering/loading code
//-----
TestHUDItemClass::TestHUDItemClass():
// TeamVehCount-number
Render2DTextClass *TeamVehCountRender2DClass = 0;
bool RenderTeamVehCountText = false;
unsigned int TeamVehCountColor = 0;

```

```

Vector2 *TeamVehCountPosition = 0;
bool TeamVehCountEnabled = false;
Vector2 *TeamVehCountOffset = 0;
{
};

```

```

TestHUDItemClass::~TestHUDItemClass()
{
SAFE_DELETE(TeamVehCountPosition);
SAFE_DELETE(TeamVehCountRender2DClass);
};

```

```

void TestHUDItemClass::Load(INIClass *ini)
{
if (!ini) return; // if you don't have an ini, something is horribly wrong!

// TeamVehCount-Number
TeamVehCountEnabled = hudini->Get_Bool("General","TeamVehCountEnabled",false);
if (TeamVehCountEnabled)
{
bool TeamVehCountVisible = hudini->Get_Bool("General","TeamVehCountVisible",true);
float TeamVehCountXPos = hudini->Get_Float("General","TeamVehCountXPos",118);
float TeamVehCountYPos = hudini->Get_Float("General","TeamVehCountYPos",717);
if (TeamVehCountXPos < 0)
{
TeamVehCountXPos += ScreenResolution->Right;
}
if (TeamVehCountYPos < 0)
{
TeamVehCountYPos += ScreenResolution->Bottom;
}
char TeamVehCountFont[100];
hudini->Get_String("General","TeamVehCountFont","FONT6x8.TGA",TeamVehCountFont,sizeof
(TeamVehCountFont));
unsigned int TeamVehCountCol = hudini->Get_Int("General","TeamVehCountColor",0);
TeamVehCountPosition = new Vector2(TeamVehCountXPos,TeamVehCountYPos);
RenderTeamVehCountText = TeamVehCountVisible;
TeamVehCountColor = (*Colors)[TeamVehCountCol];
TeamVehCountRender2DClass = CreateRender2DTextClass(TeamVehCountFont);
}
};

```

```

void TestHUDItemClass::Render()
{
if (RenderTeamVehCountText)
{
TeamVehCountRender2DClass->Reset();
RectClass *r = (RectClass *)((char *)TeamVehCountRender2DClass+0x5B8);
float TeamVehCount = float(Get_Team_Vehicle_Count(Get_Player_Type(obj)));
r->Right = TeamVehCountPosition->X;
r->Left = TeamVehCountPosition->X;
r->Top = TeamVehCountPosition->Y;
r->Bottom = TeamVehCountPosition->Y;
char text[10];
unsigned int h = (unsigned int)(TeamVehCount + 0.5f);
sprintf(text,"Team Vehicle Count: %d",h);
unsigned int color = TeamVehCountColor;
TeamVehCountRender2DClass->Draw_Text(text,color);
TeamVehCountRender2DClass->Render();
}
};

```

```

//-----
// globals
//-----
TestHUDItemClass TestHUD;

```

TestHUD.cpp

```

.\TestHUD.cpp(49) : error C2059: syntax error : '*'
.\TestHUD.cpp(50) : error C2062: type 'bool' unexpected
.\TestHUD.cpp(50) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(51) : error C2062: type 'unsigned int' unexpected
.\TestHUD.cpp(51) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(52) : error C2059: syntax error : '*'
.\TestHUD.cpp(52) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(53) : error C2062: type 'bool' unexpected
.\TestHUD.cpp(53) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(54) : error C2059: syntax error : '*'
.\TestHUD.cpp(54) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(55) : error C2059: syntax error : '{'
.\TestHUD.cpp(55) : error C2630: ';' found in what should be a comma-separated list
.\TestHUD.cpp(62) : error C2065: 'TeamVehCountPosition' : undeclared identifier
.\TestHUD.cpp(62) : error C2541: 'delete' : cannot delete objects that are not pointers

```

```

.\TestHUD.cpp(63) : error C2065: 'TeamVehCountRender2DClass' : undeclared identifier
.\TestHUD.cpp(63) : error C2541: 'delete' : cannot delete objects that are not pointers
.\TestHUD.cpp(73) : error C2065: 'TeamVehCountEnabled' : undeclared identifier
.\TestHUD.cpp(73) : error C2065: 'hudini' : undeclared identifier
.\TestHUD.cpp(73) : error C2227: left of '->Get_Bool' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(76) : error C2227: left of '->Get_Bool' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(77) : error C2227: left of '->Get_Float' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(78) : error C2227: left of '->Get_Float' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(88) : error C2227: left of '->Get_String' must point to class/struct/union/generic
type
    type is "unknown-type"
.\TestHUD.cpp(89) : error C2227: left of '->Get_Int' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(91) : error C2065: 'RenderTeamVehCountText' : undeclared identifier
.\TestHUD.cpp(92) : error C2065: 'TeamVehCountColor' : undeclared identifier
.\TestHUD.cpp(92) : error C2065: 'Colors' : undeclared identifier
.\TestHUD.cpp(103) : error C2227: left of '->Reset' must point to class/struct/union/generic type
    type is "unknown-type"
.\TestHUD.cpp(105) : error C2065: 'obj' : undeclared identifier
.\TestHUD.cpp(105) : fatal error C1903: unable to recover from previous error(s); stopping
compilation
tonemapsceneshader.cpp
stackingsceneshader.cpp
simplesceneshader.cpp
Build log was saved at "file:///c:/Documents and
Settings/Administrator/Bureaublad/scripts344_Raptor-RSF/tmp/shaders/BuildLog.htm"
shaders - 31 error(s), 0 warning(s)

```

I have these inside my shaderhud.cpp:

```
#include "testhud.h" // TestHUD
```

```

extern "C"
{
void __declspec(dllexport) ReadHUDBits(INIClass *hudini)
{

```

```
TestHUD.Load(hudini); // TestHUD
```

```
//-----
```

```
void __declspec(dllexport) UpdateHUD2()  
{  
  
TestHUD.Render(); // TestHUD
```

Subject: Re: Can someone help me with shaderhud in c++ ?

Posted by [ErroR](#) on Sun, 07 Jun 2009 19:09:29 GMT

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just quite it with the building bars, that really annoys me you don't have to say that all the time
EDIT: it actually looks liek ur lieng

Subject: Re: Can someone help me with shaderhud in c++ ?

Posted by [mr£ÄŠÄ-z](#) on Sun, 07 Jun 2009 19:12:29 GMT

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Go to hell if you post more of the Code.

Subject: Re: Can someone help me with shaderhud in c++ ?

Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 19:41:05 GMT

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why do you get angry becoz of the code ? i dont get it

Subject: Re: Can someone help me with shaderhud in c++ ?

Posted by [Raptor RSF](#) on Sun, 07 Jun 2009 20:33:58 GMT

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ErroR wrote on Sun, 07 June 2009 14:09just quite it with the building bars, that really annoys me
you don't have to say that all the time
EDIT: it actually looks liek ur lieng

Of course i am not gonna post the building health bars! thats why i replaced it with an example

code
