
Subject: START_TIMER Parameters

Posted by [T0tNI](#) on Wed, 11 Aug 2010 00:58:08 GMT

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Here's just a example I found on the forums. I'm wondering what the parameter's are respectively for this statement?:

```
Commands->start_timer(obj,this,2.0f,2);
```

Second question is I've noticed in the chat hook when I use set_model, their is an "animation freeze" in the character:

[img]http://img844.imageshack.us/img844/4987/animationfreeze.jpg[/img]

I believe I need to setup a timer, between the time it change's from it's original preset to another preset. I'm a rookie with c++ so I'm wondering if someone can show me?

I think I need a created event and also a timer_expired event, I'm not sure what .cpp should they go in>?

Subject: Re: START_TIMER Parameters

Posted by [reborn](#) on Wed, 11 Aug 2010 05:03:59 GMT

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Set_model used on player's characters is not compatible with clients using RR.

Subject: Re: START_TIMER Parameters

Posted by [T0tNI](#) on Wed, 11 Aug 2010 05:39:31 GMT

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Thank you for your response, I have checked and no where is RR even on this pc.

If you don't mind sharing but where do created events and expired event's go and in what .cpp. I'm trying to use them for a timer from switching from your current character preset to setting it to a model to one of the "Hidden" models in renegade.

I checked again, I cannot find any global functions or event's that have "this" in their parameters.

I needed this for:

```
void Timer::Created(GameObject *obj) {  
    Commands->Start_Timer(obj,this,40.0f,1);  
}
```

I also don't know where to place my "Timer_Expired" script either.

Subject: Re: START_TIMER Parameters
Posted by [reborn](#) on Wed, 11 Aug 2010 07:20:12 GMT
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I am happy to help, but you do not need to create a timer to change their model. You could overcome this "Jesus position" problem by changing their preset, and then granting them the same health, armor, weapons and ammo as their previous character.
This would make it appear a transitional change, rather than a state.

Subject: Re: START_TIMER Parameters
Posted by [Omar007](#) on Wed, 11 Aug 2010 09:44:51 GMT
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You indeed don't need a timer for that. Though if you are still interested here is a little example for the timer.

This script shows 2 timers in one.

Header

```
class MyTimerScript : public ScriptImpClass
{
    void Created(GameObject *obj);
    //GameObject *obj' is the gameobject the script runs on

    void Timer_Expired(GameObject *obj, int number);
    //obj see above
    //int number' takes an int value that you can use to check which timer ended.
};
```

CPP

```
#include "engine.h"
#include "scripts.h"
#include "MyTimerScript.h"

void MyTimerScript::Created(GameObject *obj)
{
    Commands->Start_Timer(obj, this, 10.0f, 1);
    //param 1 (obj) = object to run the timer on
    //param 2 (this) = a ScriptImpClass class or sub-class (in the header you extended
```

ScriptImpClass so 'this' is a sub-class)

```
//param 3 (10.0f) = time in seconds before the timer expires
//param 4 (1) = number used to check which timer ended (timer ID)

Commands->Start_Timer(obj, this, 20.0f, 2);
//param 1 (obj) = see above
//param 2 (this) = see above
//param 3 (20.0f) = see above
//param 4 (2) = see above (number is now 2 so this timer ID is different from the previous one)
}
```

```
void MyTimerScript::Timer_Expired(GameObject *obj, int number)
{
    if(number == 1) //if timer with number (ID) 1 ended (the 10 second timer)
    {
        //Do stuff
    }
    else if(number == 2) //else, if timer with number (ID) 2 ended (the 20 second timer)
    {
        //Do other stuff
    }
}
```

I hope this clears thing up. And you dont have to make scripts in existing CPP or H files. You can add your own. Making your own and adding the above code should work immediately (if you name the header file 'MyTimerScript.h' in this case)

Subject: Re: START_TIMER Parameters

Posted by [T0tNI](#) on Wed, 11 Aug 2010 19:50:51 GMT

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Thank you both of you, and thank's Omar, for clarifying that.

This does not seem to work, for a apperant reason

I also noticed reborn mentioned a way but I'm not to sure on how to do the "transtion" . If I use the change_character function then set_model it won't set the model to the desired model I want it'll only change the character.

```
.h codeclass MyTimerScript : public ScriptImpClass
{
    void Created(GameObject *obj);
    Commands->Start_Timer(obj, this, 1.0f, 1);

    void Timer_Expired(GameObject *obj, int number);
}
if(number == 1) //if timer with number (ID) 1 ended (the 10 second timer)
```

```

{
  Commands->Set_Model(obj, "clown");
}
};

```

gmmain.cpp chat hook code

```

class testChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
float Credits = Commands->Get_Money(obj);
int Team = Get_Object_Type(obj);
Vector3 position;
position = Commands->Get_Position(obj);
{
if(Credits >= 10 && (Team == 0) ){
  Commands->Give_Money(obj,-10,false);
char message[256];
sprintf(message,"msg %s has bought a test character.", Get_Player_Name_By_ID(ID));
Console_Input(message);
Commands->Attach_Script(obj, "MyTimerScript" , "");
Commands->Set_Position(obj,position);
}
else{
Console_Input(StrFormat("ppage %d You need 10 credits for this
selection!.",Get_Player_ID(obj)).c_str());
}
}
}
};
ChatCommandRegistrant<testChatCommand>
testChatCommandReg("!test",CHATTYPE_ALL,0,GAMEMODE_AOW);

```

I really don't know what's wrong maybe I'm not attaching it correctly :L

Subject: Re: START_TIMER Parameters
 Posted by [Omar007](#) on Wed, 11 Aug 2010 20:54:52 GMT
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Instead of using Set_Model he wants you to change the preset and then set the health/shield/weapons to that of the previous preset. Here is an example of what he means (i think (only CPP)).

```

void MySwapCharScript::Created(GameObject *obj)
{

```

```

int maxH = Commands->Get_Max_Health(obj);
int curH = Commands->Get_Health(obj);
int maxS = Commands->Get_Max_Shield_Strength(obj);
int curS = Commands->Get_Shield_Strength(obj);

Change_Character(obj, "clown"); //Change preset

Commands->Set_Max_Health(maxH); //Set max health to that of the previous preset
Commands->Set_Health(curH); //Set health to that of the previous preset
Commands->Set_Max_Shield_Strength(maxS); //Set max shield to that of the previous preset
Commands->Set_Shield_Strength(curS); //Set shield to that of the previous preset
}

```

NOTE: this is only what I think he means. I can't look into his head
Also I'm not 100% sure this code is flawless as I do this on memorized info.

Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Wed, 11 Aug 2010 22:42:51 GMT
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```

1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----
1>Compiling...
1>MySwapCharScript.cpp
1>.\MySwapCharScript.cpp(1) : error C2653: 'MySwapCharScript' : is not a class or namespace
name
1>.\MySwapCharScript.cpp(1) : error C2065: 'GameObject' : undeclared identifier
1>.\MySwapCharScript.cpp(1) : error C2065: 'obj' : undeclared identifier
1>.\MySwapCharScript.cpp(2) : error C2448: 'Created' : function-style initializer appears to be a
function definition
1>Creating browse information file...
1>Microsoft Browse Information Maintenance Utility Version 8.00.50727
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>Build log was saved at "file://c:\Westwood\RenegadeFDS\Server\New
Folder\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 4 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

```

Subject: Re: START_TIMER Parameters
Posted by [Omar007](#) on Wed, 11 Aug 2010 22:57:59 GMT
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Well yea that is obvious as you probably copy/pasted and I only gave the CPP part

Header is needed aswell.

For the above the header would be:

```
class MySwapCharScript : public ScriptImpClass
{
    Created(GameObject *obj);
};
```

Though needing this to be written down means you dont have looked much into scripts yet. I would suggest you look into some of the existing scripts and their headers so you get to know the system a bit

Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Wed, 11 Aug 2010 23:18:22 GMT
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still:

```
1>.\MySwapCharScript.cpp(1) : error C2653: 'MySwapCharScript' : is not a class or namespace
name
1>.\MySwapCharScript.cpp(1) : error C2065: 'GameObject' : undeclared identifier
1>.\MySwapCharScript.cpp(1) : error C2065: 'obj' : undeclared identifier
1>.\MySwapCharScript.cpp(2) : error C2448: 'Created' : function-style initializer appears to be a
function definition
```

Getting this issue again. Do you mind taking a look?

I have kept the code that you have posted since mine with the timer's obviously fail's.

MySwapCharScript.cpp file

```
#include "engine.h"
#include "scripts.h"
#include "MySwapCharScript.h"

void MySwapCharScript::Created(GameObject *obj)
{
    int maxH = Commands->Get_Max_Health(obj);
    int curH = Commands->Get_Health(obj);
    int maxS = Commands->Get_Max_Shield_Strength(obj);
    int curS = Commands->Get_Shield_Strength(obj);

    Change_Character(obj, "clown"); //Change preset

    Commands->Set_Max_Health(maxH); //Set max health to that of the previous preset
    Commands->Set_Health(curH); //Set health to that of the previous preset
```

```
Commands->Set_Max_Shield_Strength(maxS); //Set max shield to that of the previous preset
Commands->Set_Shield_Strength(curS); //Set shield to that of the previous preset
}
```

MySwapCharScript.h file

```
class MySwapCharScript : public ScriptImpClass
{
    Created(GameObject *obj);
};
```

gmmain.cpp

```
class testChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        {
            if(Credits >= 10 && (Team == 0) ){
                Commands->Give_Money(obj,-10,false);
                char message[256];
                Change_Character(obj, "CnC_Nod_FlameThrower_2SF");
                Commands->Attach_Script(obj, "MySwapCharScript" , "");
                sprintf(message,"msg %s has bought a test character.", Get_Player_Name_By_ID(ID));
                Console_Input(message);
                Commands->Set_Position(obj,position);
            }
            else{
                Console_Input(StrFormat("ppage %d You need 10 credits for this
                selection!.",Get_Player_ID(obj)).c_str());
            }
        }
    };
    ChatCommandRegistrant<testChatCommand>
    testChatCommandReg("!test",CHATTYPER_ALL,0,GAMEMODE_AOW);
```

Subject: Re: START_TIMER Parameters

Posted by [Omar007](#) on Wed, 11 Aug 2010 23:49:18 GMT

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You did include:

```
#include "engine.h"  
#include "scripts.h"  
#include "MySwapCharScript.h"
```

in the CPP right?

About the int's; the value returned is an integer so why would you want floats?? :S

And seriously, take a look at some existing scripts. It'll help

Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Wed, 11 Aug 2010 23:57:51 GMT
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Please take a look again at the post I posted before you posted I edited ti with my header's and .cpp. The problem was there is no example on this forums literally I could find that could simulate this because most of them were just changing your current preset to another with some new weapons etc.. that was my problem. I had mistakenly deleted my .h for the script so it was causing that error. Now I re-added double checked and I HAVE THE DIRECTIVES defined in .cpp this time. I have a shit load of errors now . lol.For the int part I thought the value returned was a float and we were converting it to a int lol.

```
1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----  
1>Compiling...  
1>MySwapCharScript.cpp  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(39) : error C2061: syntax error :  
identifier 'Vector3'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(40) : error C2061: syntax error :  
identifier 'Vector3'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(41) : error C2061: syntax error :  
identifier 'Vector3'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(42) : error C2061: syntax error :  
identifier 'Vector3'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(43) : error C2061: syntax error :  
identifier 'Vector3'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(43) : error C2535: 'void  
_Vector3MathFunctions::Multiply(void)' : member function already defined or declared  
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(41) : see declaration of  
'_Vector3MathFunctions::Multiply'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(44) : error C2061: syntax error :  
identifier 'Vector3'  
1>c:\westwood\renegadefds\server\new folder\engine_math.h(44) : error C2535: 'void  
_Vector3MathFunctions::Divide(void)' : member function already defined or declared  
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(42) : see declaration of  
'_Vector3MathFunctions::Divide'
```


1>c:\westwood\renegadefds\server\new folder\engine_math.h(45) : error C2061: syntax error : identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(46) : error C2061: syntax error : identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(47) : error C2061: syntax error : identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C2146: syntax error : missing ';' before identifier 'Add'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C2433: '_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C2061: syntax error : identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C2556: 'int _Vector3MathFunctions::Add(void)' : overloaded function differs only by return type from 'void _Vector3MathFunctions::Add(void)'
1> c:\westwood\renegadefds\server\new folder\engine_math.h(39) : see declaration of '_Vector3MathFunctions::Add'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : error C2371: '_Vector3MathFunctions::Add' : redefinition; different basic types
1> c:\westwood\renegadefds\server\new folder\engine_math.h(39) : see declaration of '_Vector3MathFunctions::Add'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(49) : warning C4183: 'Add': missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C2146: syntax error : missing ';' before identifier 'Subtract'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C2433: '_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C2061: syntax error : identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C2556: 'int _Vector3MathFunctions::Subtract(void)' : overloaded function differs only by return type from 'void _Vector3MathFunctions::Subtract(void)'
1> c:\westwood\renegadefds\server\new folder\engine_math.h(40) : see declaration of '_Vector3MathFunctions::Subtract'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : error C2371: '_Vector3MathFunctions::Subtract' : redefinition; different basic types
1> c:\westwood\renegadefds\server\new folder\engine_math.h(40) : see declaration of '_Vector3MathFunctions::Subtract'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(50) : warning C4183: 'Subtract': missing return type; assumed to be a member function returning 'int'

```

1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C2146: syntax error :
missing ';' before identifier 'Multiply'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C2433:
'_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C2556: 'int
_Vector3MathFunctions::Multiply(void)' : overloaded function differs only by return type from 'void
_Vector3MathFunctions::Multiply(void)'
1>      c:\westwood\renegadefds\server\new folder\engine_math.h(41) : see declaration of
'_Vector3MathFunctions::Multiply'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : error C2371:
'_Vector3MathFunctions::Multiply' : redefinition; different basic types
1>      c:\westwood\renegadefds\server\new folder\engine_math.h(41) : see declaration of
'_Vector3MathFunctions::Multiply'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(51) : warning C4183: 'Multiply':
missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C2146: syntax error :
missing ';' before identifier 'Divide'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C2433:
'_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C2556: 'int
_Vector3MathFunctions::Divide(void)' : overloaded function differs only by return type from 'void
_Vector3MathFunctions::Divide(void)'
1>      c:\westwood\renegadefds\server\new folder\engine_math.h(42) : see declaration of
'_Vector3MathFunctions::Divide'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : error C2371:
'_Vector3MathFunctions::Divide' : redefinition; different basic types
1>      c:\westwood\renegadefds\server\new folder\engine_math.h(42) : see declaration of
'_Vector3MathFunctions::Divide'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(52) : warning C4183: 'Divide':
missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : error C2146: syntax error :
missing ';' before identifier 'Multiply'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : error C2433:
'_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int

```

1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : error C2556: 'int
_Vector3MathFunctions::Multiply(void)' : overloaded function differs only by return type from 'void
_Vector3MathFunctions::Multiply(void)'
1> c:\westwood\renegadefds\server\new folder\engine_math.h(41) : see declaration of
'_Vector3MathFunctions::Multiply'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(53) : warning C4183: 'Multiply':
missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : error C2146: syntax error :
missing ';' before identifier 'Divide'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : error C2433:
'_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : error C2556: 'int
_Vector3MathFunctions::Divide(void)' : overloaded function differs only by return type from 'void
_Vector3MathFunctions::Divide(void)'
1> c:\westwood\renegadefds\server\new folder\engine_math.h(42) : see declaration of
'_Vector3MathFunctions::Divide'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(54) : warning C4183: 'Divide':
missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C2146: syntax error :
missing ';' before identifier 'Cross'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C2433:
'_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C2556: 'int
_Vector3MathFunctions::Cross(void)' : overloaded function differs only by return type from 'void
_Vector3MathFunctions::Cross(void)'
1> c:\westwood\renegadefds\server\new folder\engine_math.h(45) : see declaration of
'_Vector3MathFunctions::Cross'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : error C2371:
'_Vector3MathFunctions::Cross' : redefinition; different basic types
1> c:\westwood\renegadefds\server\new folder\engine_math.h(45) : see declaration of
'_Vector3MathFunctions::Cross'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(55) : warning C4183: 'Cross':

```

missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C2146: syntax error :
missing ';' before identifier 'Normalize'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C2433:
'_Vector3MathFunctions::Vector3' : 'virtual' not permitted on data declarations
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C2556: 'int
_Vector3MathFunctions::Normalize(void)' : overloaded function differs only by return type from
'void _Vector3MathFunctions::Normalize(void)'
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(46) : see declaration of
'_Vector3MathFunctions::Normalize'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : error C2371:
'_Vector3MathFunctions::Normalize' : redefinition; different basic types
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(46) : see declaration of
'_Vector3MathFunctions::Normalize'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(56) : warning C4183: 'Normalize':
missing return type; assumed to be a member function returning 'int'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(57) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(57) : error C2556: 'float
_Vector3MathFunctions::Dot(void)' : overloaded function differs only by return type from 'void
_Vector3MathFunctions::Dot(void)'
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(47) : see declaration of
'_Vector3MathFunctions::Dot'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(57) : error C2371:
'_Vector3MathFunctions::Dot' : redefinition; different basic types
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(47) : see declaration of
'_Vector3MathFunctions::Dot'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(86) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(87) : error C2061: syntax error :
identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(87) : error C2556: 'Vector4
*Vector4::FromVector3(void)' : overloaded function differs only by return type from 'Vector4
Vector4::FromVector3(void)'
1>    c:\westwood\renegadefds\server\new folder\engine_math.h(86) : see declaration of
'Vector4::FromVector3'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(87) : error C2040:
'Vector4::FromVector3' : 'Vector4 *(void)' differs in levels of indirection from 'Vector4 (void)'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(222) : error C2146: syntax error :
missing ';' before identifier 'Center'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(222) : error C4430: missing type
specifier - int assumed. Note: C++ does not support default-int

```

```
1>c:\westwood\renegadefds\server\new folder\engine_math.h(222) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(223) : error C2146: syntax error : missing ';' before identifier 'Extent'
1>c:\westwood\renegadefds\server\new folder\engine_math.h(223) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_math.h(223) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
1>c:\westwood\renegadefds\server\new folder\engine_net.h(67) : error C2061: syntax error : identifier 'Vector3'
1>c:\westwood\renegadefds\server\new folder\engine_def.h(104) : error C2065: 'GameObject' : undeclared identifier
1>c:\westwood\renegadefds\server\new folder\engine_def.h(104) : error C2065: 'obj' : undeclared identifier
1>c:\westwood\renegadefds\server\new folder\engine_def.h(104) : fatal error C1903: unable to recover from previous error(s); stopping compilation
1>gmmain.cpp
1>Generating Code...
1>Creating browse information file...
1>Microsoft Browse Information Maintenance Utility Version 8.00.50727
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\MySwapCharScript.sbr': No such file or directory
1>Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/New Folder/tmp/scripts/debug/BuildLog.htm"
1>SSGM - 83 error(s), 8 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

Subject: Re: START_TIMER Parameters
Posted by [Omar007](#) on Thu, 12 Aug 2010 09:26:17 GMT
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Oh woops my fault. I put the includes in the wrong order. Oh well that can happen when you do things on memorized info
Swap engine.h and scripts.h so scripts.h comes first

EDIT: If you also have that timer script still in your project, you should swap them in that CPP aswell

EDIT2: But if you looked at some existing scripts in the project you would have noticed this I guess

Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Thu, 12 Aug 2010 18:50:46 GMT
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I have fixed the code(I think(it compiles without errors)) but does not work. Do you see anything wrong? I just change to the "CnC_Nod_FlameThrower_2SF" preset and thats it.

MySwapCharScript.cpp

```
#include "scripts.h"
#include "engine.h"
#include "MySwapCharScript.h"

void MySwapCharScript::Created(GameObject *obj)
{
    float maxH = Commands->Get_Max_Health(obj);
    float curH = Commands->Get_Health(obj);
    float maxS = Commands->Get_Max_Shield_Strength(obj);
    float curS = Commands->Get_Shield_Strength(obj);

    Change_Character(obj, "clown"); //Change preset

    Commands->Set_Health(obj,curH); //Set health to that of the previous preset
    Commands->Set_Shield_Strength(obj,curS); //Set shield to that of the previous preset
    Set_Max_Health(obj, maxH); //Set max health to that of the previous preset
    Set_Max_Shield_Strength(obj, maxS); //Set max shield to that of the previous preset
}
```

MySwapCharScript.h

```
class MySwapCharScript : public ScriptImpClass
{
    void Created(GameObject *obj);
};
```

gmmain.cpp

```
class testChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        {
            if(Credits >= 10 && (Team == 0) ){
                Commands->Give_Money(obj,-10,false);
                char message[256];
                Change_Character(obj, "CnC_Nod_FlameThrower_2SF");
                Commands->Attach_Script(obj, "MySwapCharScript" , "");
                sprintf(message,"msg %s has bought a test character.", Get_Player_Name_By_ID(ID));
```

```
Console_Input(message);
Commands->Set_Position(obj,position);
}
else{
Console_Input(StrFormat("ppage %d You need 10 credits for this
selection!",Get_Player_ID(obj)).c_str());
}
}
}
};
ChatCommandRegistrant<testChatCommand>
testChatCommandReg("!test",CHATYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: START_TIMER Parameters
Posted by [reborn](#) on Thu, 12 Aug 2010 20:29:45 GMT
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You forgot the script registrant.

Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Thu, 12 Aug 2010 22:07:37 GMT
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reborn wrote on Thu, 12 August 2010 15:29You forgot the script registrant.
Like this?>::

```
scriptregistrant<MySwapCharScript> MySwapCharScript_Registrant("MySwapCharScript","");
```

Also do I add this in gmmain.cpp or MySwapCharScript.cpp(for my case).I don't know as I've never done this before.

I also get an error during build if I put it in either/or gmmain or the other .cpp::

```
1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----
```

```
1>Compiling...
```

```
1>MySwapCharScript.cpp
```

```
1>.\MySwapCharScript.cpp(20) : error C2143: syntax error : missing ';' before '<'
```

```
1>.\MySwapCharScript.cpp(20) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
```

```
1>Creating browse information file...
```

```
1>Microsoft Browse Information Maintenance Utility Version 8.00.50727
```

```
1>Copyright (C) Microsoft Corporation. All rights reserved.
```

```
1>Build log was saved at "file://c:\Westwood\RenegadeFDS\Server\New Folder\tmp\scripts\debug\BuildLog.htm"
```

```
1>SSGM - 2 error(s), 0 warning(s)
```

```
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

Subject: Re: START_TIMER Parameters
Posted by [Omar007](#) on Thu, 12 Aug 2010 23:44:53 GMT
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It goes in the MySwapCharScript.cpp file but you write ScriptRegistrant with capital letters

```
ScriptRegistrant<MySwapCharScript> MySwapCharScript_Registrant("MySwapCharScript","");
```

Subject: Re: START_TIMER Parameters
Posted by [T0tNI](#) on Fri, 13 Aug 2010 00:52:36 GMT
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Thank's Omar && Reborn, I tested it a few time's it does NOT work. It just changes me to the preset sbh, I just capitalized what Omar had said. If I change Chance_Character(obj, "clown") to Commands->Set_Model(obj, "clown") what it does is the first time you type the command it change's to the sbh only, the second time it changes you to the clown model, however it's in animation freeze.
