
Subject: Re: Base Defense Team Change
Posted by [_SSnipe_](#) on Sun, 18 May 2008 20:08:16 GMT
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can u make and attach a building controller to a models bone with a chat hook command?

and also reborn im getting this form tis

```
class teleChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {
        GameObject *obj = Get_GameObj_By_Player_Name(Text[0].c_str());
        RequestSpawn(obj);
    }
};

ChatCommandRegistrant<teleChatCommand>
teleChatCommandReg("!tele",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Quote:

```
1>.\gmmain.cpp(2179) : error C3861: 'RequestSpawn': identifier not found
1>Build log was saved at "file:///c:/Users/Lil Blueeyes/Desktop/SSGM Source/SSGM
Source/tmp/scripts/debug/BuildLog.htm"
1>SSGM - 1 error(s), 0 warning(s)
```

and

```
1>gmmain.cpp
1>.\gmmain.cpp(2182) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2184) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2191) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2192) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2198) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2199) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2217) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2219) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2226) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2227) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2233) : error C2065: 'Spawn3OK' : undeclared identifier
1>.\gmmain.cpp(2234) : error C2065: 'Spawn3OK' : undeclared identifier
```

```
1>.\gmmain.cpp(2258) : error C2065: 'Spawn1OK' : undeclared identifier
1>.\gmmain.cpp(2259) : error C2065: 'Spawn2OK' : undeclared identifier
1>.\gmmain.cpp(2260) : error C2065: 'Spawn3OK' : undeclared identifier
```
