Subject: Re: !tdonate
Posted by ExEric3 on Sun, 13 Jul 2008 01:20:21 GMT
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I cannot compile it. There are errors:

1 error C2220: warning treated as error - no 'object' file generated 1369
2 warning C4244: 'initializing' : conversion from 'double' to 'float', possible loss of data 1369
3 warning C4244: 'initializing' : conversion from 'float' to 'int', possible loss of data 1375
4 warning C4244: 'argument' : conversion from 'int' to 'float', possible loss of data 1382

Can someone help?

File Attachments
1) tdon_error.JPG, downloaded 397 times

Súbor Úpravy Zobraziť Nastavenia Pomoc

```cpp
1364
1365   class tdonateChatCommand : public ChatCommandClass {
1366        void Triggered(int ID, const TokenClass &Text, int ChatType) {
1367            GameObject *obj = Get_GameObj(ID);
1368            if (!Text[1].empty()) {
1369                float money = atof(Text[1].c_str());
1370                float clientmoney = Commands->Get_Money(obj);
1371                if (clientmoney >= money) {
1372                    int Team = Get_Team(ID);
1373                    int count = Get_Team_Player_Count(Team);
1374                    if (count > 1) {
1375                        int amounttodonate = money/(count - 1);
1376                        Commands->Give_Money(obj,(money * -1),false);
1377                        GenericSLNode *x = BaseGameObjList->HeadNode;
1378                        while (x) {
1379                            GameObject *o = (GameObject *)x->NodeData;
1380                            if (o && Commands->Is_A_Star(o) && (Commands->G
1381                                if (Get_Player_ID(o) != ID) {
1382                                    Commands->Give_Money(o,amounttodonate,fa
1383                                    Console_Input(StrFormat("ppage %d [SSGM
1384                                }
1385                            }
1386                            x = x->NodeNext;
1387                        }
1388                    }
1389                    else {
1390                        Console_Input(StrFormat("ppage %d [SSGM]: Dude, you're the c
1391                    }
1392                }
1393                else {
1394                    Console_Input(StrFormat("ppage %d [SSGM]: You do not have $%i, pleas
1395                }
1396            }
1397        }
1398   };
1399   ChatCommandRegistrant<tdonateChatCommand> tdonateChatCommandReg("!tdonate",CHATTYPE_ALL,
1400
1401   class block_harvnChatCommand : public ChatCommandClass {
1402        void Triggered(int ID, const TokenClass &Text, int ChatType) {
1403            if (is_mod(Get_Player_Name_By_ID(ID))) {
1404                int Team;
1405                Team = Get_Team(ID);
1406                if (Team == 0) {
1407                    GameObject *obj = Find_Harvester(0);
```

Ln 1 386 : 1 459 Col 42 Sel 0   48,39 KB   ANSI   CR+LF INS C/C++ Source Code