
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 605 times



```

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, f
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
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);

```