

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",CHATYPE_ALL,0,GAMEMODE_AOW);
```
