
Subject: Re: Having problems with C++

Posted by [jnz](#) on Wed, 18 Jun 2008 21:12:16 GMT

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Get_GameObj needs a player ID.

```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
    const char *pris = Get_Player_Name(Get_Part_Name(Text[1].c_str()));
GameObject *obj = Get_GameObj_By_Player_Name(pris);
int x = 100054;
GameObject *gotoObject = Commands->Find_Object(x);
    Vector3 gotoLocation = Commands->Get_Position(gotoObject);
    Commands->Set_Position(obj,gotoLocation);
    Change_Character(obj,"GDI_Prisoner_v0a");
        Commands->Set_Shield_Type(obj,"Blamo");
        Console_Input(StrFormat("cmsg 166,149,56 [BSS: %d Has Been Arrested ]",
Get_Player_ID(Get_Part_Name(Text[1].c_str()))).c_str());

}
else {
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail;!j",CHATYPE_ALL,1,GAMEMODE_AOW);
```