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Subject: C++ code help please.

Posted by [Raptor RSF](#) on Wed, 06 Jan 2010 16:02:58 GMT

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Hello everyone,

Last days i have been working on the RSF HUD and while programming a feature for this hud i encountered an error.

Feature that i am programming. ( my goal is to have it fade, the very same as the MiniAmmoHUD and MiniHealthHUD)

.\reticlehealthhud.cpp(224) : error C2220: warning treated as error - no 'object' file generated  
.\reticlehealthhud.cpp(224) : warning C4244: '=' : conversion from 'float' to 'unsigned int', possible loss of data

I tried many thing to convert the variable or something, But i am still a noob at coding c++.

Does anybody know a solution for this problem?

```
void ReticleHealthHUDItemClass::Render()
{
    if (!Enabled) return;

    // RETICLEHEALTHHUD_flash
    GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
    float current_health = Commands->Get_Health(obj);
    unsigned int current_time = *SyncTime;

    if (current_health != LastHealth)
    {
        EndFlashTime = current_time + HealthInfoFlashDuration;
        FlashActive = true;
    }

    float flash_percentage = 1.0f;
    if (FlashActive && (current_time < EndFlashTime))
    {
        flash_percentage = float(EndFlashTime - current_time) / float(HealthInfoFlashDuration);
```

```

}

else if (FlashActive)
{
    flash_percentage = 0.0f;
}

// RETICLEHEALTHHUD_color
float health = 0;
float maxhealth = 0;
if (Get_Vehicle(obj))
{
    health = Commands->Get_Health(Get_Vehicle(obj));
    maxhealth = Commands->Get_Max_Health(Get_Vehicle(obj));
}
else
{
    health = Commands->Get_Health(obj);
    maxhealth = Commands->Get_Max_Health(obj);
}
float healthpercent = (health / (maxhealth / 100));
unsigned int color = 0;
color = ReticleHealthHUDColor;
for (unsigned int i = 0;i < ReticleHealthHUDColorCount;i++)
{
    if (healthpercent <= (*ReticleHealthHUDColors)[i]->Value)
    {
        color = (*ReticleHealthHUDColors)[i]->ColorValue;

        unsigned int alpha = color >> 24;
        alpha = flash_percentage; // <<<< "alpha" is an integer and "flash_percentage" is a float. This
        is the issue.
        color = (color & 0x00FFFFFF)| (alpha<<24);
        break;
    }
};


```

```

Render2D->Reset();
Render2D->Shader.ShaderBits = 0x000984B3;

```

```

Render2D->Set_Texture(BackgroundTextureFile);
if (Render2D->Texture->Initialized == false)
{
    Render2D->Texture->Init();
};

```

```

RectClass background_location;

```

```
background_location.Top = BackgroundPosition.Y;  
background_location.Left = BackgroundPosition.X;  
background_location.Bottom = BackgroundPosition.Y + BackgroundSize.Y;  
background_location.Right = BackgroundPosition.X + BackgroundSize.X;  
  
Render2D->Add_Quad(background_location, BackgroundUV, color);  
Render2D->Render();  
  
LastHealth = current_health;  
};
```

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#### File Attachments

1) [RSF\\_HUD.png](#), downloaded 560 times

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