CH11_006

EXERCISE

USING CON::EXECUTE() AND CON::EXECUTEF()

Exercise Files

Starter – Please use the SimObject template files in "gpgt/C++Templates/SimObject"

Answers

"gpgt/engine/answers/chapter11/mySimObject6.h"
"gpgt/engine/answers/chapter11/mySimObject6.cc"

Exercise Mission

n/a

Special Setup

If you have not already done so, please install the the engine SDK (with source code) and make a directory under the "SDK/engine" directory. Name it anything you like. I added a directory and a subdirectory named "engine/EngineCodingExercises/chapter11/". Now, as you add files to this directory, please add them to your build files too.

Synopsis

In this exercise, we will test your ability to use both the Con::execute() and Con::executef() functions to run console functions and console methods from C++.

This exercise is pretty simple, and is really designed to help convince you that Con::executef() is frequently simpler than Con::execute() for most uses.

Prerequisites

1. *ch1_001.pdf "Using The Kit"*
2. *ch10_001.pdf "Compiling Torque in Windows" and/or ch10_002.pdf "Compiling Torque in OSX"*

Exercises

1. *mySimObject6 (pg 2)*

USING CON::EXECUTE() AND CON::EXECUTEF()

1 mySimObject6

Goal: Create a new SimObject class named mySimObject6 with the following features.

- Implement a ConsoleFunction() named "doAddItUp1()" implementing the "additUp()" example from the book, and using Con::execute(). (See chapter 11 "Executing a script function with Con::execute()".)
- Implement a ConsoleFunction() named "doAddItUp2()" implementing the alternative version of the above code (also in the book), and using Con::executef().
- Implement a ConsoleFunction() named "doDump1()" implementing the "dumpIt()" example from the book. (See chapter 11 "Executing a script method with Con::execute()".)
- Implement a ConsoleFunction() named "doDump2()" implementing the alternative version of the above code (also in the book), and using Con::executef().

