Posted by AoBfrost on Wed, 11 Jul 2007 02:42:23 GMT
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Oh man joe thanks soooo much, that really helped, now i can compile map finally, they are just some crate edits and changes, still havent got the backpack thing working though, so I dunno, I'll have to keep playing with it unless someone post a code with weapon drop/armor drop spawning as a backpack which contains both inside, but for now, i'll just keep testing 1 mod at a time, first these crates, next backpacks.

Hmm still doesnt work, I tried building my scripts source files, but they still have the same errors afer following the guide in the link you posted, Still says it cant find windows.h yet i linked those directories in c++ and edited some of it's files.