Subject: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cpjok on Sun, 29 Jun 2008 22:35:56 GMT

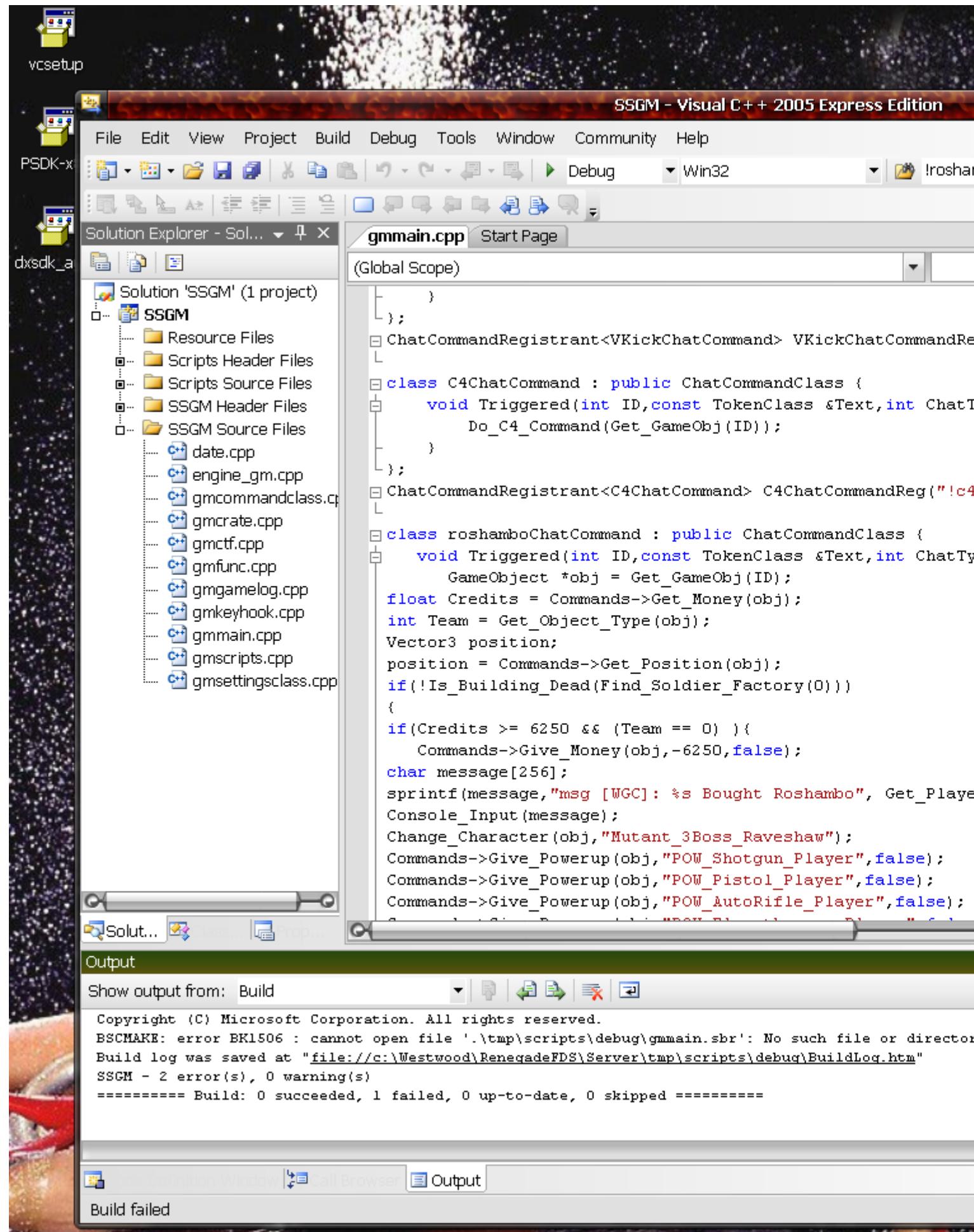View Forum Message <> Reply to Message

it is set up how the topic about compileing says to but it still gets a ERROR

anyone know how i can fix it

File Attachments
1) ERROR.PNG, downloaded 468 times

SSGM - Visual C++ 2005 Express Edition

File   Edit   View   Project   Build   Debug   Tools   Window   Community   Help

Debug   ▼ Win32   ▼   !rosha

gmmain.cpp   Start Page

(Global Scope)   ▼

Solution Explorer - Sol... ▼ 무 ×

Solution 'SSGM' (1 project)
- SSGM
  - Resource Files
  - Scripts Header Files
  - Scripts Source Files
  - SSGM Header Files
  - SSGM Source Files
    - date.cpp
    - engine_gm.cpp
    - gmcommandclass.c|
    - gmcrate.cpp
    - gmctf.cpp
    - gmfunc.cpp
    - gmgamelog.cpp
    - gmkeyhook.cpp
    - gmmain.cpp
    - gmscripts.cpp
    - gmsettingsclass.cpp

```
            }
    };
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandRe

class C4ChatCommand : public ChatCommandClass {
        void Triggered(int ID,const TokenClass &Text,int ChatT
            Do_C4_Command(Get_GameObj(ID));
        }
    };
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4

class roshamboChatCommand : public ChatCommandClass {
        void Triggered(int ID,const TokenClass &Text,int ChatTy
            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(!Is_Building_Dead(Find_Soldier_Factory(0)))
    {
    if(Credits >= 6250 && (Team == 0) ){
        Commands->Give_Money(obj,-6250,false);
    char message[256];
    sprintf(message,"msg [WGC]: %s Bought Roshambo", Get_Playe
    Console_Input(message);
    Change_Character(obj,"Mutant_3Boss_Raveshaw");
    Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
    Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
    Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
```

Solut...   Prop...

Output

Show output from: Build   ▼

```
Copyright (C) Microsoft Corporation. All rights reserved.
BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or director
Build log was saved at "file://c:\Westwood\RenegadeFDS\Server\tmp\scripts\debug\BuildLog.htm"
SSGM - 2 error(s), 0 warning(s)
========== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped ==========
```

Output

Build failed

2) error1.PNG, downloaded 458 times

File Edit View Favorites Tools Help

Back

Address

PSD

dxsdl

SSGM - Visual C++ 2005 Express Edition

File   Edit   View   Build   Debug   Tools   Window   Community   Help

Debug   ▾ Win32   ▾ !roshar

Solution Explorer - Sol... ▾ 🔲 ✕

Solution 'SSGM' (1 project)
- SSGM
  - Resource Files
  - Scripts Header Files
  - Scripts Source Files
  - SSGM Header Files
  - SSGM Source Files
    - date.cpp
    - engine_gm.cpp
    - gmcommandclass.c
    - gmcrate.cpp
    - gmctf.cpp
    - gmfunc.cpp
    - gmgamelog.cpp
    - gmkeyhook.cpp
    - gmmain.cpp
    - gmscripts.cpp
    - gmsettingsclass.cpp

gmmain.cpp Start Page

(Global Scope) ▾

```
        }
    };
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandRe

class C4ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatT
        Do_C4_Command(Get_GameObj(ID));
    }
};
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4

class roshamboChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatTy
        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(!Is_Building_Dead(Find_Soldier_Factory(0)))
{
if(Credits >= 6250 && (Team == 0) ){
    Commands->Give_Money(obj,-6250,false);
char message[256];
sprintf(message,"msg [WGC]: %s Bought Roshambo", Get_Playe
Console_Input(message);
Change_Character(obj,"Mutant_3Boss_Raveshaw");
Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);
```

Solut...

Error List

⊗ 2 Errors ⚠ 0 Warnings ⓘ 0 Messages

		Description
⊗	1	fatal error C1083: Cannot open include file: 'windows.h': No such file or directory
⊗	2	error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or directory

Error List

Ready