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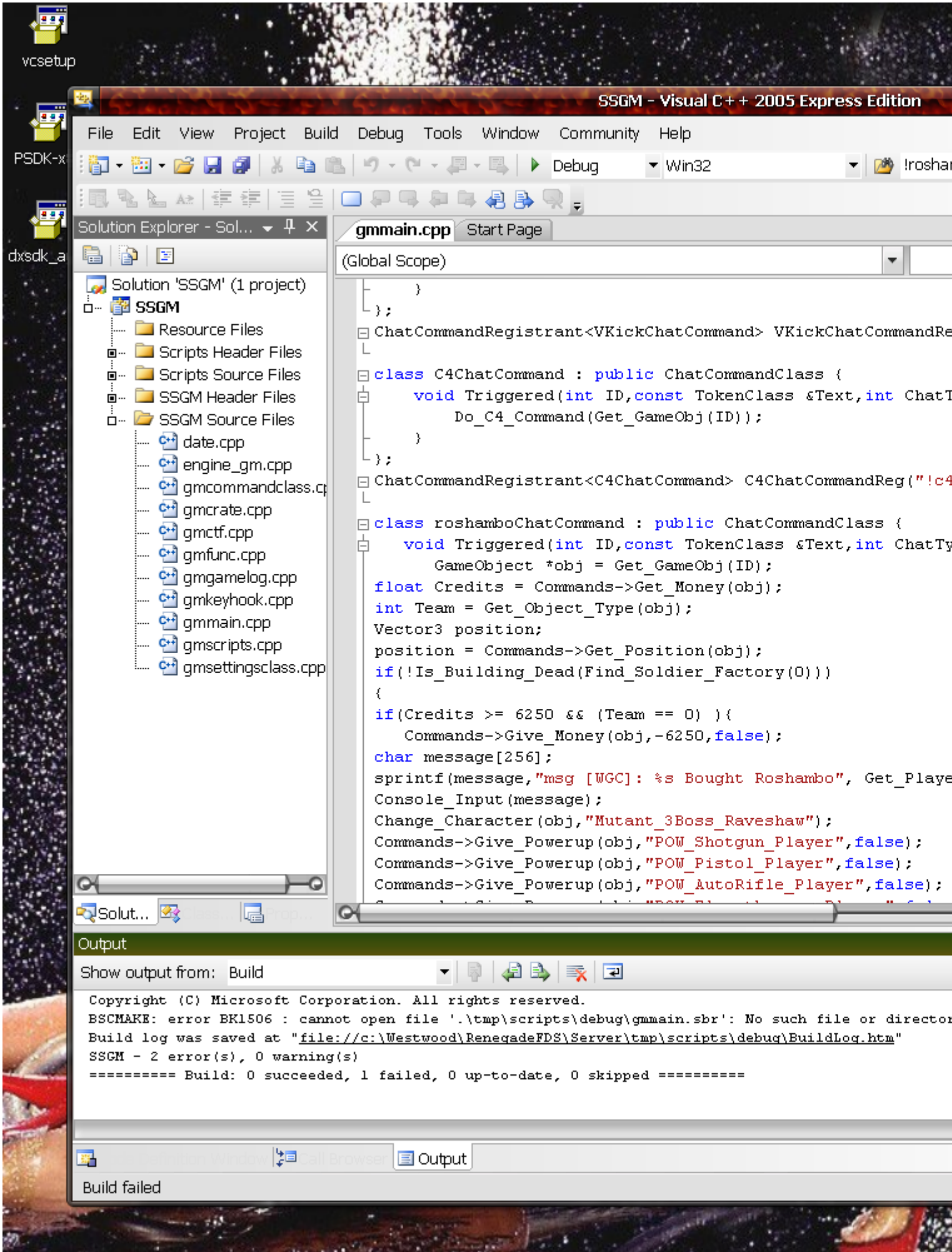
it is set up how the topic about compileing says to but it still gets a ERROR

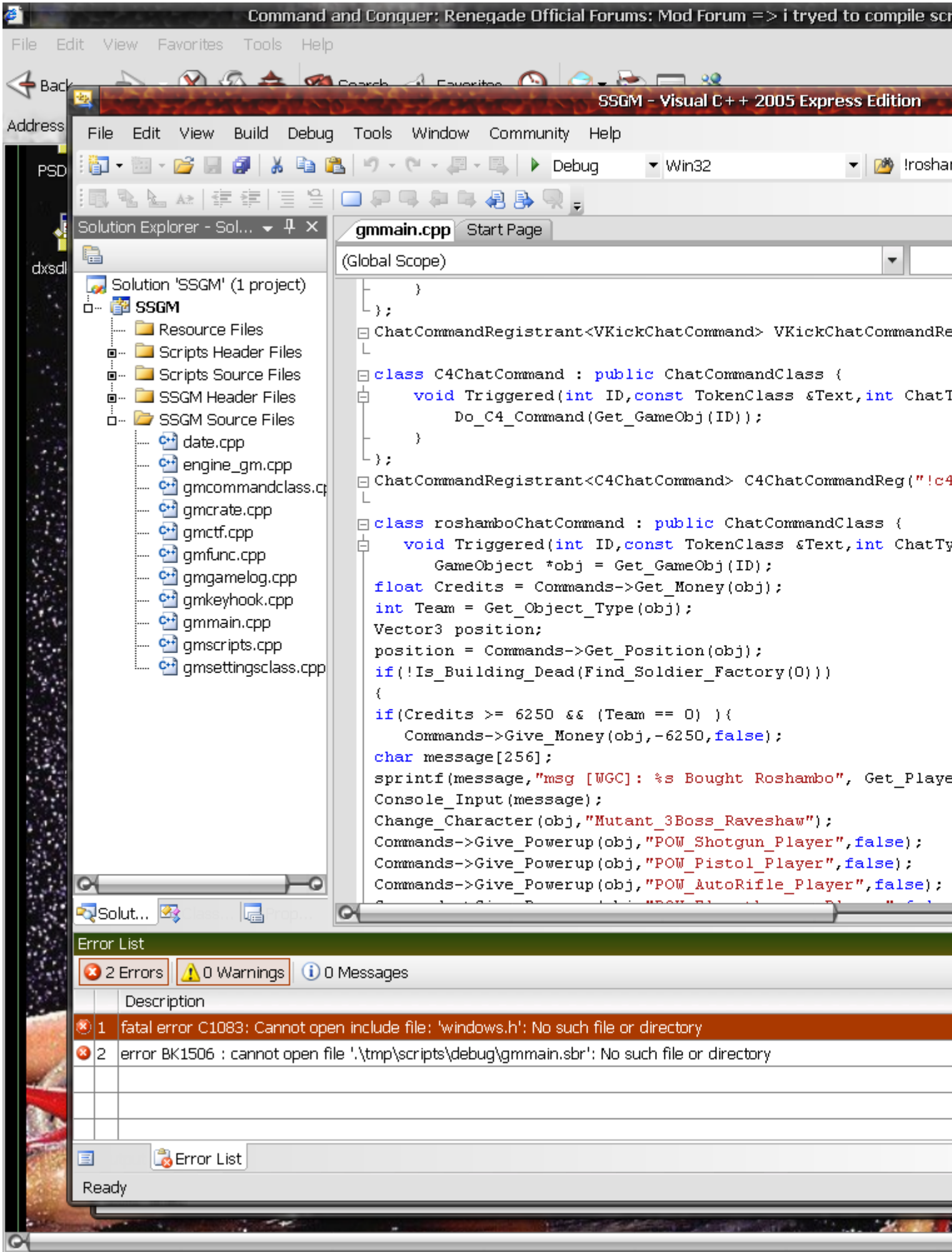
anyone know how i can fix it

File Attachments

1) ERROR.PNG, downloaded 465 times


vcsetup
PSDK-x
dxsdk_a
SSGM - Visual C++ 2005 Express Edition
File Edit View Project Build Debug Tools Window Community Help
Debug
Win32
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.cp
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...
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 456 times


Command and Conquer: Renegade Official Forums: Mod Forum => i tryed to compile scr
File Edit View Favorites Tools Help
SSGM - Visual C++ 2005 Express Edition
File Edit View Build Debug Tools Window Community Help
Debug
Win32
Solution Explorer - Sol...
Solution 'SSGM' (1 project)
SSGM
Resource Files
Scripts Header Files
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date.cpp
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gmcrate.cpp
gmctf.cpp
gmfunc.cpp
gmgamelog.cpp
gmkeyhook.cpp
gmmain.cpp
gmscripts.cpp
gmsettingsclass.cpp
gmmain.cpp
Start Page
(Global Scope)
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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 {
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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)))
{
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sprintf(message,"msg [WGC]: %s Bought Roshambo", Get_Playe
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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);
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

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cnc95fan on Sun, 29 Jun 2008 22:40:42 GMT
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You know what is really funny about this?
Quote:
18/06/2008 21:28:17 [FW][BI]cnc95fan RoShamBo You do realise the code that Ferkhat is using is copied from people like you?
18/06/2008 21:28:28 RoShamBo [FW][BI]cnc95fan yep
These are logs from part of a chat I had with RoShamBo.
Note in the screen the phrase !RoShamBo is searched for.

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cpjok on Sun, 29 Jun 2008 22:44:45 GMT
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what you mean

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by HeavyX101- Left on Sun, 29 Jun 2008 22:54:38 GMT
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cnc95fan wrote on Sun, 29 June 2008 18:40You know what is really funny about this?
Quote:
18/06/2008 21:28:17 [FW][BI]cnc95fan RoShamBo You do realise the code that Ferkhat is using is copied from people like you?
18/06/2008 21:28:28 RoShamBo [FW][BI]cnc95fan yep
These are logs from part of a chat I had with RoShamBo.
Note in the screen the phrase !RoShamBo is searched for.
cnc95fan, it is not a secret by the way. I do copy some stuff from people. But it is not "Copy+Paste" , i just re write them in my code so it would help me remember some stuff and learn some stuff.
And, if roshambo gives them out to public, then it means i could use it. YOU GOT ANY OTHER THINGS TO SAY?

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by saberhawk on Sun, 29 Jun 2008 22:56:37 GMT
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Protip: Install the Platform SDK/Windows SDK properly, see instructions for compiling scripts.dll

(sticky in this forum)

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cpjok on Sun, 29 Jun 2008 23:10:37 GMT
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i did read the instructions and i have already installed PSDK and i have set it all up

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by saberhawk on Sun, 29 Jun 2008 23:13:58 GMT
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cpjok wrote on Sun, 29 June 2008 18:10i did read the instructions and i have already installed PSDK and i have set it all up

It's not properly installed, or otherwise windows.h would be in your include path and those errors would not be occurring.

EDIT: Follow the instructions at http://www.microsoft.com/express/2005/platformsdk/default.aspx

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cpjok on Sun, 29 Jun 2008 23:40:18 GMT
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ok it says update this file

corewin_express.vsprops

but how do i do that i dont know how to change strings on it

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by saberhawk on Sun, 29 Jun 2008 23:41:44 GMT
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Did you do all the steps before it? If so, your compile should work now.

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cpjok on Sun, 29 Jun 2008 23:44:26 GMT
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yes i did but i am stuck on step 4 were i gotta edit that file

EDIT: and nope it dosent compile still

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by cpjok on Sun, 29 Jun 2008 23:52:47 GMT
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ok i got it working it now compiles thanx for help

Subject: Re: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by wittebolx on Mon, 30 Jun 2008 01:47:35 GMT
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about the code....

did you notice the tag [WGC] ?? (WittebolX Gaming Community)
also i created the character !ROSHAMBO almost a year ago, it was a thank you to roshambo (daniel) for making the LuaPlugin.
so daniel didnt released this code, i did.
anyway good luck with scripting