
Subject: compile error with visual c++ 2010 express
Posted by [Stallion](#) on Sat, 01 Feb 2014 20:48:10 GMT
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I have tried several things in order to figure out why my build doesn't output the scripts.dll but only the scripts.exp and scripts.lib. How do I get it to build the scripts.dll?

under debug it says:

It says "this project is out of date"

When it starts building it says in it 2 warnings that say:

console.vcxproj' does not exist.
shaders.vcxproj' does not exist.

If the above is an issue then how do I get them included?

full build output:

```
1>----- Build started: Project: MemoryManager, Configuration: Release Win32 -----
1> dllmain_release.cpp
1> FastAllocator.cpp
1> MemoryManager_release.cpp
1> Creating library C:\Games\Command & Conquer The First Decade\Command & Conquer
Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script
creations\tt-source-4.0\source\bin\Release\MemoryManager.lib and object C:\Games\Command &
Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA
Scripts and script creations\tt-source-4.0\source\bin\Release\MemoryManager.exp
1> Generating code
1> Finished generating code
1> MemoryManager.vcxproj -> C:\Games\Command & Conquer The First Decade\Command &
Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script
creations\tt-source-4.0\source\bin\Release\MemoryManager.dll
2>----- Build started: Project: scripts, Configuration: Release SSGM Win32 -----
2>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1422,5):
warning : The referenced project '..\console\console.vcxproj' does not exist.
2>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1422,5):
warning : The referenced project '..\shaders\shaders.vcxproj' does not exist.
2> General.cpp
2> aow_intruders.cpp
2> cAMpaScripts.cpp
2> CommandLineParser.cpp
2> Crc32.cpp
2> dan.cpp
2> definition.cpp
```

2> DefinitionFactoryClass.cpp
2> DefinitionFactoryMgrClass.cpp
2> dllmain.cpp
2> dp88_ar.cpp
2> dp88_ar_unitScripts.cpp
2> dp88_buildingScripts.cpp
2> dp88_customAI.cpp
2> dp88_misc.cpp
2> dp88_securitySystem.cpp
2> dp88_veterancy.cpp
2> engine_common.cpp
2> engine_def.cpp
2> engine_dmg.cpp
2> engine_game.cpp
2> engine_io.cpp
2> engine_math.cpp
2> engine_obj.cpp
2> engine_obj2.cpp
2> engine_phys.cpp
2> engine_player.cpp
2> engine_pt.cpp
2> engine_script.cpp
2> engine_string.cpp
2> engine_tdb.cpp
2> engine_threading.cpp
2> engine_tt.cpp
2> engine_weap.cpp
2> FileFactoryListClass.cpp
2> gap.cpp
2> gmbuilding.cpp
2> gmgame.cpp
2> gmlog.cpp
2> gmsoldier.cpp
2> gmvehicle.cpp
2> iran_scripts.cpp
2> jfwcine.cpp
2> jfwcust.cpp
2> jfwdef.cpp
2> jfwdmg.cpp
2> jfwgame.cpp
2> jfwgun.cpp
2> jfwhook.cpp
2> jfwmisc.cpp
2> jfwobj.cpp
2> jfwpoke.cpp
2> jfwpow.cpp
2> jfwscr.cpp
2> jfwsnd.cpp

2> jfwveh.cpp
2> jfwweap.cpp
2> jfwws.cpp
2> jfwzone.cpp
2> JMGRenetBusters.cpp
2> jmgrp2.cpp
2> kak.cpp
2> kamuix.cpp
2> LoopedAnimationController.cpp
2> mdb.cpp
2> mdbdef.cpp
2> mdbevf.cpp
2> mpf_domination.cpp
2> neo.cpp
2> nh.cpp
2> nhp.cpp
2> PersistFactoryClass.cpp
2> PointerRemapClass.cpp
2> Quaternion.cpp
2> ra2.cpp
2> ra_legacy.cpp
2> reborn.cpp
2> renalert.cpp
2> renalert2.cpp
2> scriptfactory.cpp
2> scriptregistrar.cpp
2> scripts.cpp
2> scud.cpp
2> DefaultConnectionAcceptanceFilter.cpp
2> sh_blocker.cpp
2> sh_underground.cpp
2> shawk.cpp
2> SimpleFileFactoryClass.cpp
2> straw.cpp
2> survival.cpp
2> tcw_building.cpp
2> tcw_center_point.cpp
2> tcw_coop.cpp
2> tcw_coop_cruising.cpp
2> tcw_defence.cpp
2> tcw_domination.cpp
2> tcw_frost.cpp
2> tcw_functions.cpp
2> tcw_game.cpp
2> tcw_general.cpp
2> tcw_mcv_escort.cpp
2> tcw_mission01.cpp
2> tcw_mission03.cpp

2> tcw_nod_incursion.cpp
2> tcw_paul.cpp
2> tcw_player.cpp
2> tcw_powerup.cpp
2> tcw_raid_at_dawn.cpp
2> tcw_sp_m01.cpp
2> tcw_sp_scripts.cpp
2> tcw_superweapons.cpp
2> tcw_TCWSoldierObj.cpp
2> tcw_technology.cpp
2> tcw_tiberium.cpp
2> tcw_vehicle.cpp
2> tcw_zone.cpp
2> tda.cpp
2> tfx.cpp
2> ThreadClass.cpp
2> xpert.cpp
2> z.cpp
2> z_am01.cpp
2> z_am02.cpp
2> z_buildingrevive.cpp
2> z_cargo.cpp
2> z_center_point.cpp
2> z_cold_fever.cpp
2> z_coop.cpp
2> z_darkdawn.cpp
2> z_domination.cpp
2> z_endgame.cpp
2> z_escort.cpp
2> z_eveninglight.cpp
2> z_fever.cpp
2> z_Hon_DM.cpp
2> z_hostagemode.cpp
2> agtfix.cpp
2> cGameType.cpp
2> ChunkClasses.cpp
2> coltest.cpp
2> CriticalSectionClass.cpp
2> datasafe.cpp
2> HashTemplateKeyClass.cpp
2> HTreeClass.cpp
2> literator.cpp
2> LineSegClass.cpp
2> Matrix3.cpp
2> Matrix3D.cpp
2> matrix4.cpp
2> obelfix.cpp
2> ReferencerClass.cpp

```
2> SysTimeClass.cpp
2> wwmath.cpp
2> z_intro.cpp
2> z_joipa.cpp
2> z_joipa_return.cpp
2> z_lockdown.cpp
2> z_m00.cpp
2> z_m01.cpp
2> z_mediterranean.cpp
2> z_misc.cpp
2> z_nod_invasion.cpp
2> z_prototype.cpp
2> z_reconnaissance.cpp
2> z_ship.cpp
2> z_siege.cpp
2> z_snowwarfare.cpp
2> z_tropical.cpp
2> z_uberaow.cpp
2> z_under_siege.cpp
2> z_zones.cpp
2> Creating library C:\Games\Command & Conquer The First Decade\Command & Conquer
Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script
creations\tt-source-4.0\source\bin\Release SSGM\scripts.lib and object C:\Games\Command &
Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA
Scripts and script creations\tt-source-4.0\source\bin\Release SSGM\scripts.exp
2> Generating code
2> Finished generating code
2>LINK : fatal error LNK1123: failure during conversion to COFF: file invalid or corrupt
===== Build: 1 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

Subject: Re: compile error with visual c++ 2010 express

Posted by [reborn](#) on Sat, 01 Feb 2014 21:09:05 GMT

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For a start, it looks like you're still building SSGM.

Quote:

```
Creating library C:\Games\Command & Conquer The First Decade\Command & Conquer
Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script
creations\tt-source-4.0\source\bin\Release SSGM\scripts.lib and object C:\Games\Command &
Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA
Scripts and script creations\tt-source-4.0\source\bin\Release SSGM\scripts.exp
```

Subject: Re: compile error with visual c++ 2010 express

Posted by [danpaul88](#) on Sat, 01 Feb 2014 21:52:25 GMT

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2>LINK : fatal error LNK1123: failure during conversion to COFF: file invalid or corrupt

^ The build FAILED, that's why it doesn't create the file

Subject: Re: compile error with visual c++ 2010 express

Posted by [Ethenal](#) on Sun, 02 Feb 2014 01:23:45 GMT

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this may help: <http://stackoverflow.com/questions/10888391/error-link-fatal-error-lnk1123-failu-re-during-conversion-to-coff-file-inval>

Subject: Re: compile error with visual c++ 2010 express

Posted by [Stallion](#) on Mon, 03 Feb 2014 10:46:52 GMT

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2>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1422,5):
warning : The referenced project '..\console\console.vcxproj' does not exist.

2>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1422,5):
warning : The referenced project '..\shaders\shaders.vcxproj' does not exist.

Are these needed to compile it right?

Subject: Re: compile error with visual c++ 2010 express

Posted by [danpaul88](#) on Mon, 03 Feb 2014 10:48:57 GMT

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No, it'll link to the existing libraries shipped with 4.0

Subject: Re: compile error with visual c++ 2010 express

Posted by [Stallion](#) on Tue, 04 Feb 2014 03:11:53 GMT

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I can say it's easy to know who has the pro versions, there's works...

I downloaded the full version and it works nicely with some other downloads, but it's only good for 30 days.

I can compile now!

P.S. If someone can assist with my 30 day issue please p.m. me, Thanks.

Subject: Re: compile error with visual c++ 2010 express
Posted by [danpaul88](#) on Tue, 04 Feb 2014 12:22:19 GMT
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All that is usually missing in the Express version of Visual Studio is a few features for debugging and whatnot and the platform SDKs, which you can download separately. I've not used the express versions in a long time but I doubt they're missing anything else essential for compiling scripts.dll.

Subject: Re: compile error with visual c++ 2010 express
Posted by [Ethenal](#) on Tue, 04 Feb 2014 13:48:52 GMT
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I actually recall having the COFF bug, I think downloading the Visual Studio 2010 Service Pack 1 fixed it for me. It's a known bug I think (not just in regards to scripts.dll).

Subject: Re: compile error with visual c++ 2010 express
Posted by [danpaul88](#) on Tue, 04 Feb 2014 16:14:52 GMT
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Either way the next version is on VS2012, so you'll all need to update. Personally I'm actually using VS2013, but I don't know if anyone else in the team is... if you have 2012 and 2013 installed together then 2013 can compile using the 2012 toolset anyway.

Subject: Re: compile error with visual c++ 2010 express
Posted by [Stallion](#) on Tue, 04 Feb 2014 20:55:57 GMT
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well, unless I get a key for it, then I'll be reinstalling a lot so I'm bound to upgrade the versions...

Subject: Re: compile error with visual c++ 2010 express
Posted by [Ethenal](#) on Tue, 04 Feb 2014 21:28:30 GMT
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I couldn't get current scripts to work on 2012... hopefully they'll work on 2013, because 2013 is actually pretty nice.

Subject: Re: compile error with visual c++ 2010 express
Posted by [jonwil](#) on Tue, 04 Feb 2014 22:16:23 GMT
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Current scripts (4.0) wont work on 2012. Next scripts (4.1) will however work on 2012 (in fact 2012 is required).

Subject: Re: compile error with visual c++ 2010 express

Posted by [Ethenal](#) on Tue, 04 Feb 2014 22:19:51 GMT

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Do you think it'll be simple enough to convert 4.1 solution to 2013?

Subject: Re: compile error with visual c++ 2010 express

Posted by [danpaul88](#) on Wed, 05 Feb 2014 09:56:55 GMT

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I compile them on 2013, so yes. If you don't also have VS2012 installed you'll need to convert the project files (it basically changes the toolset from vc110 to vc120) first, but VS takes care of this for you. If you still have VS012 installed too you don't even need to convert, just tell it to use the VS2012 toolset when compiling (it'll ask you which to do when you load the solution)

Subject: Re: compile error with visual c++ 2010 express

Posted by [Stallion](#) on Thu, 06 Feb 2014 18:43:26 GMT

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will it be possible to have some of my custom scripts added to that?

Subject: Re: compile error with visual c++ 2010 express

Posted by [danpaul88](#) on Thu, 06 Feb 2014 19:28:55 GMT

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High quality, useful and generic scripts that aren't duplicating existing functionality could be accepted into the scripts.dll codebase. Try to avoid creating scripts that only fit one very specific scenario, they're rarely any use to anyone.
