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Subject: AOW 1.34 compile - 2 libs missing [wsock32.lib and ?????]

Posted by [theplague](#) on Sat, 29 Oct 2005 08:00:35 GMT

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well, i remember doing this a while back, i had to add 2 libs into the linker settings to make it compilable without errors ("warnings treated as error")...

i found one of them 'wsock32.lib' but i forgot what the other one was called :S

without it :SC:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : error C2220: warning treated as error - no object file generated

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_source\_code\AOW.cpp(53) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : warning C4786:

'???0?\$vector@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@V?\$allocator@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@2@@@std@@@QAE@IABV

?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@1@ABV?\$allocator@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@1@@@Z' : identifier was truncated to '255' characters in the browser information

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_source\_code\AOW.cpp(53) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled(1 of 3 errors)

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