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

Posted by [theplague](#) on Wed, 02 Nov 2005 08:12:52 GMT

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Microsoft Visual C++ 6.0

(i also tried .net 2003 but it has more errors)

edit: can you please copy and past your "object/librery moduels" in project setting's link tab?
thanks

the files strait out of the zip: (VC++6)

-----Configuration: scripts - Win32 Release-----

Compiling...

dllmain.cpp

jfw.cpp

jfw2.cpp

jfw3.cpp

jfwobj.cpp

jfwws.cpp

kak.cpp

neo.cpp

nh.cpp

nhp.cpp

Ra2.cpp

Reborn.cpp

RenAlert.cpp

scriptfactory.cpp

scriptregistrar.cpp

scripts.cpp

SCUD.cpp

Survival.cpp

tda.cpp

tfx.cpp

Generating Code...

Linking...

Creating library Release/scripts.lib and object Release/scripts.exp

dllmain.obj : error LNK2001: unresolved external symbol "void __cdecl InitEngine(void)"
(?InitEngine@@@YAXXZ)

dllmain.obj : error LNK2001: unresolved external symbol "int Exe" (?Exe@@@3HA)

dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Display_Float_Player)(unsigned char *,float,char const *)" (?Display_Float_Player@@@3P6AXPAEMPBD@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Display_Int_Player)(unsigned char *,int,char const *)" (?Display_Int_Player@@@3P6AXPAEHPBD@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Display_Text_Player)(unsigned char *,int)" (?Display_Text_Player@@@3P6AXPAEH@ZA)

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dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Set_Display_Color_Player)(unsigned char *,unsigned char,unsigned char,unsigned char)"
(?Set_Display_Color_Player@@3P6AXPAEEEE@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "int (__cdecl*
Create_3D_Sound_At_Bone_Player)(unsigned char *,char const *,unsigned char *,char const *)"
(?Create_3D_Sound_At_Bone_Player@@3P6AHPAEPBD01@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "int (__cdecl*
Create_3D_WAV_Sound_At_Bone_Player)(unsigned char *,char const *,unsigned char *,char
const *)" (?Create_3D_WAV_Sound_At_Bone_Player@@3P6AHPAEPBD01@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "int (__cdecl*
Create_2D_WAV_Sound_Player)(unsigned char *,char const *)"
(?Create_2D_WAV_Sound_Player@@3P6AHPAEPBD@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "int (__cdecl*
Create_2D_Sound_Player)(unsigned char *,char const *)"
(?Create_2D_Sound_Player@@3P6AHPAEPBD@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "int (__cdecl*
Create_Sound_Player)(unsigned char *,char const *,struct Vector3 const &,unsigned char *)"
(?Create_Sound_Player@@3P6AHPAEPBDABUVector3@@@0@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Enable_HUD_Player)(unsigned char *,bool)" (?Enable_HUD_Player@@3P6AXPAE_N@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Force_Camera_Look_Player)(unsigned char *,struct Vector3 const &)"
(?Force_Camera_Look_Player@@3P6AXPAEABUVector3@@@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Set_Screen_Fade_Opacity_Player)(unsigned char *,float,float)"
(?Set_Screen_Fade_Opacity_Player@@3P6AXPAEMM@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Set_Screen_Fade_Color_Player)(unsigned char *,float,float,float,float)"
(?Set_Screen_Fade_Color_Player@@3P6AXPAEMMMM@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Display_NOD_Player_Terminal_Player)(unsigned char *)"
(?Display_NOD_Player_Terminal_Player@@3P6AXPAE@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Display_GDI_Player_Terminal_Player)(unsigned char *)"
(?Display_GDI_Player_Terminal_Player@@3P6AXPAE@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Enable_Radar_Player)(unsigned char *,bool)" (?Enable_Radar_Player@@3P6AXPAE_N@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Stop_Background_Music_Player)(unsigned char *)"
(?Stop_Background_Music_Player@@3P6AXPAE@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Fade_Background_Music_Player)(unsigned char *,char const *,int,int)"
(?Fade_Background_Music_Player@@3P6AXPAEPBDHH@ZA)
dllmain.obj : error LNK2001: unresolved external symbol "void (__cdecl*
Set_Background_Music_Player)(unsigned char *,char const *)"
(?Set_Background_Music_Player@@3P6AXPAEPBD@ZA)
jfw.obj : error LNK2001: unresolved external symbol "unsigned char * __cdecl
Get_Vehicle(unsigned char *)" (?Get_Vehicle@@YAPAEPAE@Z)

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jfw2.obj : error LNK2001: unresolved external symbol "unsigned char * __cdecl
Get_Vehicle(unsigned char *)" (?Get_Vehicle@@YAPAEPAE@Z)
neo.obj : error LNK2001: unresolved external symbol "unsigned char * __cdecl
Get_Vehicle(unsigned char *)" (?Get_Vehicle@@YAPAEPAE@Z)
jfw3.obj : error LNK2001: unresolved external symbol "float __cdecl
Get_Animation_Frame(unsigned char *)" (?Get_Animation_Frame@@YAMPAE@Z)
neo.obj : error LNK2001: unresolved external symbol "bool __cdecl Is_Vehicle(unsigned char *)"
(?Is_Vehicle@@YA_NPAE@Z)
neo.obj : error LNK2001: unresolved external symbol "bool __cdecl Is_Soldier(unsigned char *)"
(?Is_Soldier@@YA_NPAE@Z)
neo.obj : error LNK2001: unresolved external symbol "bool __cdecl Is_VTOLVehicle(unsigned
char *)" (?Is_VTOLVehicle@@YA_NPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "long __cdecl Get_Player_ID(unsigned
char *)" (?Get_Player_ID@@YAJPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "unsigned char * __cdecl
Get_GameObj(int)" (?Get_GameObj@@YAPAEH@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Ranged_Scale_Damage_To_Buildings(float,char const *,struct Vector3,float,unsigned char *)"
(?Ranged_Scale_Damage_To_Buildings@@YAXMPBDUVector3@@MPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Kill_All_Buildings_By_Team(int)" (?Kill_All_Buildings_By_Team@@YAXH@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Ranged_Percentage_Damage_To_Buildings(float,char const *,struct Vector3,float,unsigned char
*)" (?Ranged_Percentage_Damage_To_Buildings@@YAXMPBDUVector3@@MPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Send_Custom_To_Team_Preset(int,char const *,unsigned char *,int,int,float)"
(?Send_Custom_To_Team_Preset@@YAXHPBDPAEHM@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Send_Custom_To_Team_Buildings(int,unsigned char *,int,int,float)"
(?Send_Custom_To_Team_Buildings@@YAXHPAEHMH@Z)
c:\rentools\scripts\scripts.dll : fatal error LNK1120: 33 unresolved externals
Error executing link.exe.
```

scripts.dll - 36 error(s), 0 warning(s)

my edit:

-----Configuration: scripts - Win32 Release-----

Compiling...

AOW.cpp

C:\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_sourc_e_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> >,cl

ass 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_sourc_e_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
engine.cpp

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(484) : error C2220: warning treated as error - no object file generated

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(484) : warning C4035: 'As_PhysicalGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(543) : warning C4035: 'As_VehicleGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(570) : warning C4035: 'As_SmartGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(597) : warning C4035: 'As_DamageableGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(624) : warning C4035: 'As_SoldierGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(651) : warning C4035: 'As_ScriptZoneGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(678) : warning C4035: 'As_BuildingGameObj' : no return value

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow_gamelog_1.3.4_sourc_e_code\engine.cpp(784) : warning C4035: 'Get_Class_ID' : no return value

soundtrack.cpp

C:\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_sourc_e_code\soundtrack.cpp(29) : see reference to class template instantiation 'std::vector<class std::basic_string<char,struct std::char_traits<char>,class std::allocator<cha
>,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_sourc_e_code\soundtrack.cpp(29) : see
reference to class template instantiation 'std::vector<class std::basic_string<char,struct
std::char_traits<char>,class std::allocator<cha
r> >,class std::allocator<class std::basic_string<char,struct std::char_traits<char>,class
std::allocator<char> > > >' being compiled
Generating Code...
Error executing cl.exe.
```

scripts.dll - 3 error(s), 10 warning(s)
