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Subject: Re: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Wed, 24 May 2006 00:45:08 GMT

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jonwil wrote on Tue, 23 May 2006 12:46you want Microsoft Visual C++ .NET 2003....you select "compile" from the menu and it will produce a new scripts.dllI have worked for approx. 2 hours now on it.

I am using MS Visual Studio 8 (MS Visual C++ 2005 express Edition) and I have NO scripts being outputted into the dir.

This is what I got= "Message: 'This function or variable may be unsafe. Consider using sprintf\_s instead. To disable deprecation, use \_CRT\_SECURE\_NO\_DEPRECATED. See online help for details.'

.\crate.cpp(724) : warning C4996: 'sprintf' was declared deprecated" I don't know what it means with sprintf...

I put all the source files EXCEPT the DLLs into a new dir and followed your instructions Jonwil. But it didn't put out/modified the scripts.dll.

the file crate.cpp is know duplicated to a crate.sbr file in a sub-dir "Releases".

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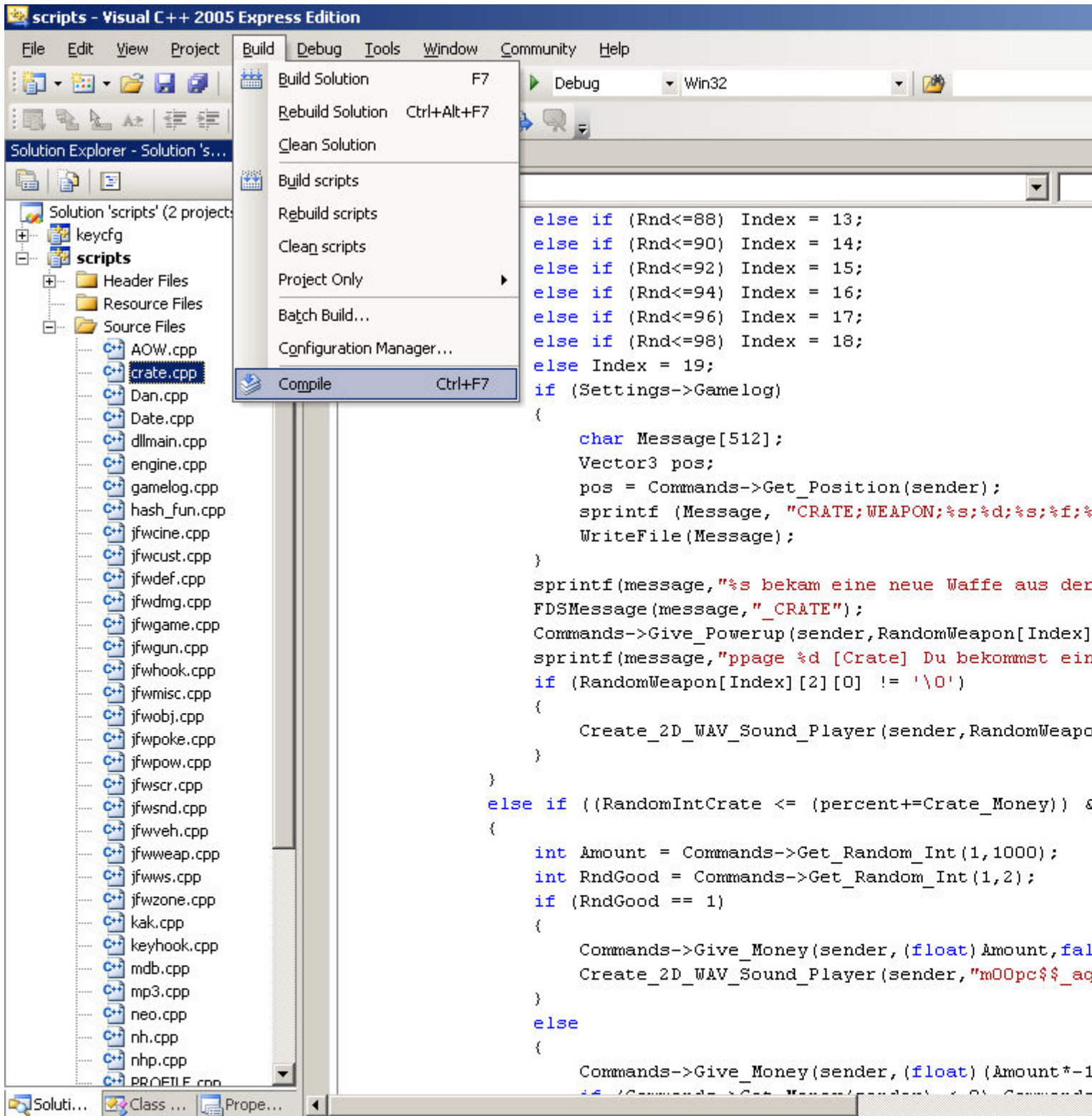
Please tell me my mistakes I made. Sorry, i thought it would be simple editing a DLL.

I'm going to bed now, cya tomorrow.

### File Attachments

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1) [compile.jpg](#), downloaded 506 times



Output

Show output from: Build

```
Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprec
.\crate.cpp(724) : warning C4996: 'sprintf' was declared deprecated
D:\Programme\Microsoft Visual Studio 8\VC\include\stdio.h(345) : see declaration of 'sprintf'
Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprec
aow.cpp
.\aow.cpp(18) : fatal error C1083: Cannot open include file: 'windows.h': No such file or directory
Generating Code...
```

Code Definition Window | Call Browser | Output