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

Posted by [EA-DamageEverything](#) on Tue, 20 Jun 2006 22:08:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I give up. I have had it all the way ready, but it didn't build, compile or whatever anything.

VC Express complains about a missing windows.h Header file which is listed inside the aow.cpp but not present. In the end, the scripts can be updated with my custom changes, but I don't get new Dll files. There is zero option to compile in the menu. Only if I mark one single .cpp file -but this won't help me. I have the SDK installed.

I thought about hex editing the DLL itself, but this would be the hard way and I don't want this.

If someone can easily compile this for me, feel free to do it. I will be happy. I added the changed source files below.

File Attachments

1) [scripts.zip](#), downloaded 71 times
