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Subject: Re: GB

Posted by [\\_SSnipe\\_](#) on Thu, 21 Jun 2007 12:05:01 GMT

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nvm that above what i did is whats already in plugins i edited source files whats not i added in there as same name as it should be i think thats what they said anyways i wokerd hours and hours on these but now im stuck wit errors i cant seem to fix

plugins

----- Rebuild All started: Project: Plugin, Configuration: Release Win32 -----

Deleting intermediate and output files for project 'Plugin', configuration 'Release|Win32'

Compiling...

cl : Command line warning D9040 : ignoring option '/analyze!'; Code Analysis warnings are not available in this edition of the compiler

scripts.cpp

scriptregistrar.cpp

scriptfactory.cpp

mmgr.cpp

engine\_weap.cpp

engine\_threading.cpp

engine\_tdb.cpp

engine\_string.cpp

engine\_script.cpp

engine\_pt.cpp

engine\_player.cpp

engine\_phys.cpp

engine\_obj2.cpp

engine\_obj.cpp

engine\_net.cpp

engine\_math.cpp

engine\_io.cpp

engine\_game.cpp

engine\_dmg.cpp

engine\_diagnostics.cpp

Compiling...

engine\_def.cpp

engine\_common.cpp

engine\_bhs.cpp

dllmain.cpp

plugin.cpp

gmsettingsclass.cpp

gmmain.cpp

gmfunc.cpp

gmcrate.cpp

.\gmcrate.cpp(76) : error C2653: 'MDB\_SSGM\_Crate' : is not a class or namespace name

.\gmcrate.cpp(76) : error C2065: 'GameObject' : undeclared identifier

```
.\gmcrate.cpp(76) : error C2065: 'obj' : undeclared identifier
.\gmcrate.cpp(76) : error C2448: 'Created' : function-style initializer appears to be a function
definition
.\gmcrate.cpp(95) : error C2653: 'MDB_SSGM_Crate' : is not a class or namespace name
.\gmcrate.cpp(95) : error C2062: type 'int' unexpected
.\gmcrate.cpp(95) : error C2143: syntax error : missing ';' before '{'
.\gmcrate.cpp(95) : error C2447: '{' : missing function header (old-style formal list?)
gmcommandclass.cpp
engine_gm.cpp
date.cpp
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
Build log was saved at "file://c:\Documents and Settings\Owner\Desktop\SSGM 2.0 WFDS\Plugin
Example Source\Plugin Example Source\tmp\scripts\BuildLog.htm"
Plugin - 8 error(s), 1 warning(s)
===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====
```

and heres the normal source

```
kak.cpp
jmgrp2.cpp
jfwzone.cpp
jfwws.cpp
jfwweap.cpp
jfwveh.cpp
jfwsnd.cpp
jfwscr.cpp
jfwpow.cpp
jfwpoke.cpp
jfwobj.cpp
jfwmisc.cpp
jfwhook.cpp
jfwgun.cpp
jfwgame.cpp
jfwdmg.cpp
jfwdef.cpp
jfwcust.cpp
Generating Code...
Compiling...
jfwcine.cpp
gap.cpp
```

engine\_weap.cpp  
engine\_threading.cpp  
engine\_tdb.cpp  
engine\_string.cpp  
engine\_script.cpp  
engine\_pt.cpp  
engine\_player.cpp  
engine\_phys.cpp  
engine\_obj2.cpp  
engine\_obj.cpp  
engine\_net.cpp  
engine\_math.cpp  
engine\_io.cpp  
engine\_game.cpp  
engine\_dmg.cpp  
engine\_diagnostics.cpp  
engine\_def.cpp  
engine\_common.cpp  
Generating Code...  
Compiling...  
engine\_bhs.cpp  
dllmain.cpp  
dan.cpp  
gmsettingsclass.cpp  
gmscripts.cpp  
gmmain.cpp  
.gmmain.cpp(669) : error C3861: 'int\_stricmp': identifier not found  
.gmmain.cpp(675) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'  
Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast  
.gmmain.cpp(681) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'  
Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast  
.gmmain.cpp(687) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'  
Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast  
.gmmain.cpp(693) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'  
Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast  
.gmmain.cpp(699) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'  
Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast  
.gmmain.cpp(705) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to

'const char \*'

Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(744) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'

Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(882) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'

Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(918) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'

Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(1029) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'

Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast

.\gmmain.cpp(1065) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar\_t \*' to 'const char \*'

Types pointed to are unrelated; conversion requires reinterpret\_cast, C-style cast or function-style cast

gmkeyhook.cpp

gmgameelog.cpp

gmfunc.cpp

gmctf.cpp

gmcrate.cpp

gmcommandclass.cpp

engine\_gm.cpp

date.cpp

Generating Code...

Creating browse information file...

Microsoft Browse Information Maintenance Utility Version 8.00.50727

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Build log was saved at "file://c:\Documents and Settings\Owner\Desktop\SSGM 2.0 WFDS\SSGM Source\tmp\scripts\debug\BuildLog.htm"

SSGM - 12 error(s), 0 warning(s)

===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====

any ideas?

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