
Subject: Re: Veteran Plugin.

Posted by [ExEric3](#) on Sat, 10 May 2008 11:43:05 GMT

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

Hmm... Where is problem?

Error 1 error C2220: warning treated as error - no 'object' file generated c:\ExScripts\SSGM Source\gmscripts.cpp 104
Warning 2 warning C4018: '<' : signed/unsigned mismatch c:\ExScripts\SSGM Source\gmscripts.cpp 104
Warning 3 warning C4018: '<' : signed/unsigned mismatch c:\ExScripts\SSGM Source\gmscripts.cpp 117
Error 4 error C2601: 'IsLowClassVehicle' : local function definitions are illegal c:\ExScripts\SSGM Source\gmscripts.cpp 143
Error 5 error C2601: 'GetPoints' : local function definitions are illegal c:\ExScripts\SSGM Source\gmscripts.cpp 158
Error 6 error C2653: 'reb_vet_System' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 215
Error 7 error C2065: 'Level' : undeclared identifier c:\ExScripts\SSGM Source\gmscripts.cpp 219
Error 8 error C2065: 'IconID' : undeclared identifier c:\ExScripts\SSGM Source\gmscripts.cpp 223
Error 9 error C2673: 'Created' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 229
Error 10 error C2673: 'Created' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 265
Error 11 error C2653: 'reb_vet_System' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 268
Error 12 error C2673: 'Custom' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 312
Error 13 error C2653: 'reb_vet_System' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 318
Error 14 error C2673: 'Timer_Expired' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 321
Error 15 error C2065: 'ID' : undeclared identifier c:\ExScripts\SSGM Source\gmscripts.cpp 329
Error 16 error C2673: 'Timer_Expired' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 336
Error 17 error C2673: 'Timer_Expired' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 360
Error 18 error C2653: 'reb_vet_System' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 365
Error 19 error C3861: 'Destroy_Script': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 367
Error 20 error C2653: 'reb_vet_System' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 370
Error 21 error C3861: 'Destroy_Script': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 372
Error 22 error C2653: 'reb_vet_System_Vehicles' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 375
Error 23 error C2084: function 'void Custom(GameObject *,int,int,GameObject *)' already has a

body c:\ExScripts\SSGM Source\gmscripts.cpp 375
Error 24 error C2065: 'IsPoweredUp' : undeclared identifier c:\ExScripts\SSGM Source\gmscripts.cpp 381
Warning 25 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 383
Error 26 error C3861: 'IsLowClassVehicle': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 383
Error 27 error C2673: 'Custom' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 387
Warning 28 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 394
Error 29 error C3861: 'IsLowClassVehicle': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 394
Error 30 error C2673: 'Custom' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 397
Error 31 error C2673: 'Custom' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 400
Warning 32 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 407
Error 33 error C3861: 'IsLowClassVehicle': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 407
Error 34 error C2673: 'Custom' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 411
Warning 35 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 417
Warning 36 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 420
Error 37 error C3861: 'IsLowClassVehicle': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 420
Warning 38 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 425
Error 39 error C3861: 'IsLowClassVehicle': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 425
Warning 40 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 430
Error 41 error C3861: 'IsLowClassVehicle': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 430
Error 42 error C2653: 'reb_vet_System_Vehicles' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 438
Error 43 error C2084: function 'void Timer_Expired(GameObject *,int)' already has a body c:\ExScripts\SSGM Source\gmscripts.cpp 438
Warning 44 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 439
Error 45 error C2673: 'Timer_Expired' : global functions do not have 'this' pointers c:\ExScripts\SSGM Source\gmscripts.cpp 442
Warning 46 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 444
Error 47 error C2673: 'Timer_Expired' : global functions do not have 'this'

pointers c:\ExScripts\SSGM Source\gmscripts.cpp 457
Warning 48 warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation c:\ExScripts\SSGM Source\gmscripts.cpp 459
Error 49 error C2673: 'Timer_Expired' : global functions do not have 'this'
pointers c:\ExScripts\SSGM Source\gmscripts.cpp 472
Error 50 error C2653: 'reb_vet_System_Vehicles' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 476
Error 51 error C2084: function 'void Killed(GameObject *,GameObject *)' already has a body c:\ExScripts\SSGM Source\gmscripts.cpp 476
Error 52 error C3861: 'Destroy_Script': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 478
Error 53 error C2653: 'reb_vet_System_Vehicles' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 481
Error 54 error C2084: function 'void Destroyed(GameObject *)' already has a body c:\ExScripts\SSGM Source\gmscripts.cpp 481
Error 55 error C3861: 'Destroy_Script': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 483
Error 56 error C3861: 'GetPoints': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 789
Error 57 error C3861: 'GetPoints': identifier not found c:\ExScripts\SSGM Source\gmscripts.cpp 1097
Warning 58 warning C4244: 'argument' : conversion from 'float' to 'int', possible loss of data c:\ExScripts\SSGM Source\gmscripts.cpp 2238
Error 59 error C3861: 'VetAddPlayer': identifier not found c:\ExScripts\SSGM Source\gmmain.cpp 683
Error 60 error C3861: 'VetClearPlayers': identifier not found c:\ExScripts\SSGM Source\gmmain.cpp 829
Error 61 error C2065: 'VetInfo' : undeclared identifier c:\ExScripts\SSGM Source\gmmain.cpp 1343
Error 62 error C2228: left of '.empty' must have class/struct/union c:\ExScripts\SSGM Source\gmmain.cpp 1343
Error 63 error C2228: left of '.size' must have class/struct/union c:\ExScripts\SSGM Source\gmmain.cpp 1344
Error 64 error C2228: left of '.PlayerName' must have class/struct/union c:\ExScripts\SSGM Source\gmmain.cpp 1345
Error 65 error C2228: left of '.veteranPoints' must have class/struct/union c:\ExScripts\SSGM Source\gmmain.cpp 1348
