Subject: Re: Veteran Plugin.
Posted by EA-DamageEverything on Mon, 12 May 2008 02:04:40 GMT
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error C2653: 'reb_vet_System' : is not a class or namespace name c:\ExScripts\SSGM
Source\gmscripts.cpp 215

= paste the whole script into the gmmain.cpp and the class into gmmain.h, this could/should help.
I do it this way and everything works.
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error C2601: 'GetPoints' : local function definitions are illegal c:\ExScripts\SSGM
Source\gmscripts.cpp

= Get_Points would be a valid scripts command.

Over all, the whole code should be placed in one file. You cannot split Reborns' main code
because the gmmain.cpp has zero access to the gmscripts.cpp if I am interpreting the
include-Syntax right. In the other way, the gmscripts can read gmmain, gmcrate etc.

I probably fail with this post, but I do think it goes in the right direction.