
Subject: Re: Ispec script release

Posted by [HeavyX101- Left](#) on Fri, 16 May 2008 02:02:44 GMT

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Hey guys, ive downloaded c++ and now i got errors when i was trying to make this code work. Here is the error:

HERE 1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----

1>Compiling...

1>gmscripts.cpp

1>.\gmscripts.cpp(2166) : error C2653: 'Player_Spectate' : is not a class or namespace name

1>.\gmscripts.cpp(2177) : error C3861: 'Is_Mod': identifier not found

1>.\gmscripts.cpp(2188) : error C2065: 'Player_Spectate' : undeclared identifier

1>.\gmscripts.cpp(2188) : error C2514: 'ScriptRegistrant' : class has no constructors

1> c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'

1>gmmain.cpp

1>.\gmmain.cpp(1310) : error C2146: syntax error : missing ';' before identifier 'std'

1>.\gmmain.cpp(1310) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

1>.\gmmain.cpp(1310) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

1>.\gmmain.cpp(1310) : error C2365: 'std' : redefinition; previous definition was 'namespace'

1>c:\westwood\renegadefds\server\scripts.h(53) : error C2365:

'ACTION_COMPLETE_ATTACK_OUT_OF_RANGE' : redefinition; previous definition was 'enumerator'

1> c:\westwood\renegadefds\server\scripts.h(53) : see declaration of 'ACTION_COMPLETE_ATTACK_OUT_OF_RANGE'

1>c:\westwood\renegadefds\server\scripts.h(54) : error C2365:

'ACTION_COMPLETE_MOVE_NO_PROGRESS_MADE' : redefinition; previous definition was 'enumerator'

1> c:\westwood\renegadefds\server\scripts.h(54) : see declaration of 'ACTION_COMPLETE_MOVE_NO_PROGRESS_MADE'

1>c:\westwood\renegadefds\server\scripts.h(55) : error C2365:

'ACTION_COMPLETE_PATH_BAD_DEST' : redefinition; previous definition was 'enumerator'

1> c:\westwood\renegadefds\server\scripts.h(55) : see declaration of 'ACTION_COMPLETE_PATH_BAD_DEST'

1>c:\westwood\renegadefds\server\scripts.h(56) : error C2365:

'ACTION_COMPLETE_PATH_BAD_START' : redefinition; previous definition was 'enumerator'

1> c:\westwood\renegadefds\server\scripts.h(56) : see declaration of 'ACTION_COMPLETE_PATH_BAD_START'

1>c:\westwood\renegadefds\server\scripts.h(57) : error C2365:

'ACTION_COMPLETE_LOW_PRIORITY' : redefinition; previous definition was 'enumerator'

1> c:\westwood\renegadefds\server\scripts.h(57) : see declaration of 'ACTION_COMPLETE_LOW_PRIORITY'

1>c:\westwood\renegadefds\server\scripts.h(59) : error C2365: 'ACTION_COMPLETE_NORMAL' : redefinition; previous definition was 'enumerator'

1> c:\westwood\renegadefds\server\scripts.h(59) : see declaration of 'ACTION_COMPLETE_NORMAL'

1>c:\westwood\renegadefds\server\scripts.h(59) : error C2371: 'ActionCompleteReason' :

redefinition; different basic types

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1> c:\westwood\renegadefds\server\scripts.h(59) : see declaration of 'ActionCompleteReason'
1>c:\westwood\renegadefds\server\scripts.h(61) : error C2011: 'SeralizeInfoStr' : 'struct' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(61) : see declaration of 'SeralizeInfoStr'
1>c:\westwood\renegadefds\server\scripts.h(68) : error C2011: 'Vector3' : 'struct' type redefinition
1> c:\westwood\renegadefds\server\scripts.h(68) : see declaration of 'Vector3'
1>c:\westwood\renegadefds\server\scripts.h(93) : error C2011: 'CombatSound' : 'struct' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(93) : see declaration of 'CombatSound'
1>c:\westwood\renegadefds\server\scripts.h(99) : error C2011: 'GameObjObserverClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\scripts.h(99) : see declaration of
'GameObjObserverClass'
1>c:\westwood\renegadefds\server\scripts.h(126) : error C2011: 'ScriptClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(126) : see declaration of 'ScriptClass'
1>c:\westwood\renegadefds\server\scripts.h(129) : error C2011: 'ScriptImpClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(129) : see declaration of 'ScriptImpClass'
1>c:\westwood\renegadefds\server\scripts.h(187) : error C2011: 'ActionParamsStruct' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\scripts.h(187) : see declaration of 'ActionParamsStruct'
1>c:\westwood\renegadefds\server\scripts.h(447) : error C2011: 'ScriptFactory' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(447) : see declaration of 'ScriptFactory'
1>c:\westwood\renegadefds\server\scripts.h(462) : error C2011: 'ScriptRegistrar' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\scripts.h(462) : see declaration of 'ScriptRegistrar'
1>c:\westwood\renegadefds\server\scripts.h(480) : error C2953: 'ScriptRegistrant' : class template
has already been defined
1> c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
1>c:\westwood\renegadefds\server\scripts.h(488) : error C2244: 'ScriptRegistrant<T>::Create' :
unable to match function definition to an existing declaration
1> c:\westwood\renegadefds\server\scripts.h(479) : see declaration of
'ScriptRegistrant<T>::Create'
1> definition
1> 'ScriptImpClass *ScriptRegistrant::Create(void)'
1> existing declarations
1> 'ScriptImpClass *ScriptRegistrant<T>::Create(void)'
1>c:\westwood\renegadefds\server\scripts.h(653) : error C2143: syntax error : missing ')' before
'constant'
1>c:\westwood\renegadefds\server\scripts.h(653) : error C2143: syntax error : missing ';' before
'constant'
1>c:\westwood\renegadefds\server\scripts.h(653) : error C2059: syntax error : ')'
1>c:\westwood\renegadefds\server\scripts.h(654) : error C2143: syntax error : missing ')' before
'constant'
1>c:\westwood\renegadefds\server\scripts.h(654) : error C2143: syntax error : missing ';' before
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'constant'
1>c:\westwood\renegadefds\server\scripts.h(654) : error C2059: syntax error : ')'
1>c:\westwood\renegadefds\server\scripts.h(695) : error C2011: 'ScriptCommands' : 'struct' type
redefinition
1>    c:\westwood\renegadefds\server\scripts.h(695) : see declaration of 'ScriptCommands'
1>c:\westwood\renegadefds\server\engine_vector.h(55) : error C2953: 'VectorClass' : class
template has already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(55) : see declaration of 'VectorClass'
1>c:\westwood\renegadefds\server\engine_vector.h(130) : error C2953: 'DynamicVectorClass' :
class template has already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(130) : see declaration of
'DynamicVectorClass'
1>c:\westwood\renegadefds\server\engine_vector.h(248) : error C2953: 'SimpleVecClass' : class
template has already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(248) : see declaration of
'SimpleVecClass'
1>c:\westwood\renegadefds\server\engine_vector.h(339) : error C2953: 'SimpleDynVecClass' :
class template has already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(339) : see declaration of
'SimpleDynVecClass'
1>c:\westwood\renegadefds\server\engine_vector.h(341) : error C2011: 'GenericNode' : 'class'
type redefinition
1>    c:\westwood\renegadefds\server\engine_vector.h(341) : see declaration of 'GenericNode'
1>c:\westwood\renegadefds\server\engine_vector.h(348) : error C2011: 'GenericList' : 'class' type
redefinition
1>    c:\westwood\renegadefds\server\engine_vector.h(348) : see declaration of 'GenericList'
1>c:\westwood\renegadefds\server\engine_vector.h(358) : error C2953: 'List' : class template has
already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(358) : see declaration of 'List'
1>c:\westwood\renegadefds\server\engine_vector.h(370) : error C2953: 'IndexClass' : class
template has already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(370) : see declaration of 'IndexClass'
1>c:\westwood\renegadefds\server\engine_vector.h(372) : error C2011: 'MultiListNodeClass' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_vector.h(372) : see declaration of
'MultiListNodeClass'
1>c:\westwood\renegadefds\server\engine_vector.h(380) : error C2011: 'GenericMultiListClass' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_vector.h(380) : see declaration of
'GenericMultiListClass'
1>c:\westwood\renegadefds\server\engine_vector.h(387) : error C2011: 'MultiListObjectClass' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_vector.h(387) : see declaration of
'MultiListObjectClass'
1>c:\westwood\renegadefds\server\engine_vector.h(396) : error C2953: 'MultiListClass' : class
template has already been defined
1>    c:\westwood\renegadefds\server\engine_vector.h(396) : see declaration of 'MultiListClass'
1>c:\westwood\renegadefds\server\engine_vector.h(401) : error C2953: 'RefMultiListClass' : class

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template has already been defined

1> c:\westwood\renegadefds\server\engine_vector.h(401) : see declaration of 'RefMultiListClass'

1>c:\westwood\renegadefds\server\engine_vector.h(404) : error C2011: 'GenericSLNode' : 'struct' type redefinition

1> c:\westwood\renegadefds\server\engine_vector.h(404) : see declaration of 'GenericSLNode'

1>c:\westwood\renegadefds\server\engine_vector.h(438) : error C2953: 'SList' : class template has already been defined

1> c:\westwood\renegadefds\server\engine_vector.h(438) : see declaration of 'SList'

1>c:\westwood\renegadefds\server\engine_vector.h(447) : error C2011: 'RefCountClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_vector.h(447) : see declaration of 'RefCountClass'

1>c:\westwood\renegadefds\server\engine_vector.h(503) : error C2953: 'ShareBufferClass' : class template has already been defined

1> c:\westwood\renegadefds\server\engine_vector.h(503) : see declaration of 'ShareBufferClass'

1>c:\westwood\renegadefds\server\engine_vector.h(546) : error C2953: 'EnlargeableBufferClass' : class template has already been defined

1> c:\westwood\renegadefds\server\engine_vector.h(546) : see declaration of 'EnlargeableBufferClass'

1>c:\westwood\renegadefds\server\engine_threading.h(15) : error C2011: 'THREADNAME_INFO' : 'struct' type redefinition

1> c:\westwood\renegadefds\server\engine_threading.h(15) : see declaration of 'THREADNAME_INFO'

1>c:\westwood\renegadefds\server\engine_threading.h(22) : error C2011: 'CriticalSectionClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_threading.h(22) : see declaration of 'CriticalSectionClass'

1>c:\westwood\renegadefds\server\engine_io.h(20) : error C2011: 'FileClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(20) : see declaration of 'FileClass'

1>c:\westwood\renegadefds\server\engine_io.h(58) : error C2011: 'FileFactoryClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(58) : see declaration of 'FileFactoryClass'

1>c:\westwood\renegadefds\server\engine_io.h(65) : error C2011: 'ChunkHeader' : 'struct' type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(65) : see declaration of 'ChunkHeader'

1>c:\westwood\renegadefds\server\engine_io.h(70) : error C2011: 'MicroChunkHeader' : 'struct' type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(70) : see declaration of 'MicroChunkHeader'

1>c:\westwood\renegadefds\server\engine_io.h(75) : error C2011: 'IOVector2Struct' : 'struct' type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(75) : see declaration of 'IOVector2Struct'

1>c:\westwood\renegadefds\server\engine_io.h(80) : error C2011: 'IOVector3Struct' : 'struct' type redefinition

1> c:\westwood\renegadefds\server\engine_io.h(80) : see declaration of 'IOVector3Struct'

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1>c:\westwood\renegadefds\server\engine_io.h(86) : error C2011: 'IOVector4Struct' : 'struct' type
redefinition
1>    c:\westwood\renegadefds\server\engine_io.h(86) : see declaration of 'IOVector4Struct'
1>c:\westwood\renegadefds\server\engine_io.h(93) : error C2011: 'IOQuaternionStruct' : 'struct'
type redefinition
1>    c:\westwood\renegadefds\server\engine_io.h(93) : see declaration of 'IOQuaternionStruct'
1>c:\westwood\renegadefds\server\engine_io.h(97) : error C2011: 'ChunkLoadClass' : 'class' type
redefinition
1>    c:\westwood\renegadefds\server\engine_io.h(97) : see declaration of 'ChunkLoadClass'
1>c:\westwood\renegadefds\server\engine_io.h(127) : error C2011: 'ChunkSaveClass' : 'class'
type redefinition
1>    c:\westwood\renegadefds\server\engine_io.h(127) : see declaration of 'ChunkSaveClass'
1>c:\westwood\renegadefds\server\engine_io.h(149) : error C2011: 'INIClass' : 'class' type
redefinition
1>    c:\westwood\renegadefds\server\engine_io.h(149) : see declaration of 'INIClass'
1>c:\westwood\renegadefds\server\engine_string.h(13) : error C2011: 'StringClass' : 'class' type
redefinition
1>    c:\westwood\renegadefds\server\engine_string.h(13) : see declaration of 'StringClass'
1>c:\westwood\renegadefds\server\engine_string.h(131) : error C2011: 'WideStringClass' : 'class'
type redefinition
1>    c:\westwood\renegadefds\server\engine_string.h(131) : see declaration of
'WideStringClass'
1>c:\westwood\renegadefds\server\engine_math.h(16) : error C2011: 'Vector2' : 'class' type
redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(16) : see declaration of 'Vector2'
1>c:\westwood\renegadefds\server\engine_math.h(37) : error C2011: '_Vector3MathFunctions' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(37) : see declaration of
'_Vector3MathFunctions'
1>c:\westwood\renegadefds\server\engine_math.h(78) : error C2011: 'Vector4' : 'struct' type
redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(78) : see declaration of 'Vector4'
1>c:\westwood\renegadefds\server\engine_math.h(104) : error C2011: '_Vector4MathFunctions' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(104) : see declaration of
'_Vector4MathFunctions'
1>c:\westwood\renegadefds\server\engine_math.h(122) : error C2011:
'_Vector4MathFunctionsSSE' : 'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(122) : see declaration of
'_Vector4MathFunctionsSSE'
1>c:\westwood\renegadefds\server\engine_math.h(135) : error C2011: 'Matrix2' : 'struct' type
redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(135) : see declaration of 'Matrix2'
1>c:\westwood\renegadefds\server\engine_math.h(143) : error C2011: 'Matrix4' : 'struct' type
redefinition
1>    c:\westwood\renegadefds\server\engine_math.h(143) : see declaration of 'Matrix4'
1>c:\westwood\renegadefds\server\engine_math.h(162) : error C2011: 'Matrix3D' : 'struct' type
redefinition

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1> c:\westwood\renegadefds\server\engine_math.h(162) : see declaration of 'Matrix3D'
1>c:\westwood\renegadefds\server\engine_math.h(166) : error C2011: 'Vector3i' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\engine_math.h(166) : see declaration of 'Vector3i'
1>c:\westwood\renegadefds\server\engine_math.h(173) : error C2011: 'RectClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\engine_math.h(173) : see declaration of 'RectClass'
1>c:\westwood\renegadefds\server\engine_math.h(219) : error C2011: 'OBBoxClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\engine_math.h(219) : see declaration of 'OBBoxClass'
1>c:\westwood\renegadefds\server\engine_math.h(227) : error C2084: function 'unsigned long
F2DW(float)' already has a body
1> c:\westwood\renegadefds\server\engine_math.h(226) : see previous definition of 'F2DW'
1>c:\westwood\renegadefds\server\engine_math.h(233) : error C2084: function 'float
rsqrtSSE(float)' already has a body
1> c:\westwood\renegadefds\server\engine_math.h(232) : see previous definition of
'rsqrtSSE'
1>c:\westwood\renegadefds\server\engine_net.h(15) : error C2011: 'Update' : 'struct' type
redefinition
1> c:\westwood\renegadefds\server\engine_net.h(15) : see declaration of 'Update'
1>c:\westwood\renegadefds\server\engine_net.h(21) : error C2011: 'DIRTY_BIT' : 'enum' type
redefinition
1> c:\westwood\renegadefds\server\engine_net.h(21) : see declaration of 'DIRTY_BIT'
1>c:\westwood\renegadefds\server\engine_net.h(28) : error C2011: 'NetworkObjectClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\engine_net.h(28) : see declaration of
'NetworkObjectClass'
1>c:\westwood\renegadefds\server\engine_def.h(20) : error C2011: 'PostLoadableClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(20) : see declaration of
'PostLoadableClass'
1>c:\westwood\renegadefds\server\engine_def.h(27) : error C2011: 'PersistClass' : 'class' type
redefinition
1> c:\westwood\renegadefds\server\engine_def.h(27) : see declaration of 'PersistClass'
1>c:\westwood\renegadefds\server\engine_def.h(35) : error C2011: 'FloatDataSafeClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(35) : see declaration of
'FloatDataSafeClass'
1>c:\westwood\renegadefds\server\engine_def.h(42) : error C2011: 'IntDataSafeClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(42) : see declaration of 'IntDataSafeClass'
1>c:\westwood\renegadefds\server\engine_def.h(49) : error C2011: 'UIntDataSafeClass' : 'class'
type redefinition
1> c:\westwood\renegadefds\server\engine_def.h(49) : see declaration of
'UIntDataSafeClass'
1>c:\westwood\renegadefds\server\engine_def.h(61) : error C2953: 'ReferenceableClass' : class
template has already been defined
1> c:\westwood\renegadefds\server\engine_def.h(61) : see declaration of

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'ReferenceableClass'

1>c:\westwood\renegadefds\server\engine_def.h(63) : error C2011: 'ReferencerClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_def.h(63) : see declaration of 'ReferencerClass'

1>c:\westwood\renegadefds\server\engine_def.h(71) : error C2011: 'EditableClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_def.h(71) : see declaration of 'EditableClass'

1>c:\westwood\renegadefds\server\engine_def.h(79) : error C2011: 'DefinitionClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_def.h(79) : see declaration of 'DefinitionClass'

1>c:\westwood\renegadefds\server\engine_obj.h(40) : error C2011: 'BaseGameObjDef' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(40) : see declaration of 'BaseGameObjDef'

1>c:\westwood\renegadefds\server\engine_obj.h(47) : error C2011: 'BaseGameObj' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(47) : see declaration of 'BaseGameObj'

1>c:\westwood\renegadefds\server\engine_obj.h(67) : error C2011: 'ScriptableGameObjDef' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(67) : see declaration of

'ScriptableGameObjDef'

1>c:\westwood\renegadefds\server\engine_obj.h(76) : error C2011: 'AudioCallbackClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(76) : see declaration of

'AudioCallbackClass'

1>c:\westwood\renegadefds\server\engine_obj.h(86) : error C2011:

'GameObjObserverTimerClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(86) : see declaration of

'GameObjObserverTimerClass'

1>c:\westwood\renegadefds\server\engine_obj.h(93) : error C2011: 'GameObjCustomTimerClass' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(93) : see declaration of

'GameObjCustomTimerClass'

1>c:\westwood\renegadefds\server\engine_obj.h(100) : error C2011: 'ScriptableGameObj' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(100) : see declaration of

'ScriptableGameObj'

1>c:\westwood\renegadefds\server\engine_obj.h(140) : error C2011: 'TransitionDataClass' :

'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(140) : see declaration of

'TransitionDataClass'

1>c:\westwood\renegadefds\server\engine_obj.h(147) : error C2011: 'TransitionGameObjDef' :

'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(147) : see declaration of

'TransitionGameObjDef'

1>c:\westwood\renegadefds\server\engine_obj.h(158) : error C2011: 'TransitionGameObj' : 'class' type redefinition

1> c:\westwood\renegadefds\server\engine_obj.h(158) : see declaration of

'TransitionGameObj'

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1>c:\westwood\renegadefds\server\engine_obj.h(171) : error C2011: 'DamageZoneGameObjDef' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_obj.h(171) : see declaration of
'DamageZoneGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(184) : error C2011: 'DamageZoneGameObj' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_obj.h(184) : see declaration of
'DamageZoneGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(196) : error C2011: 'ScriptZoneGameObjDef' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_obj.h(196) : see declaration of
'ScriptZoneGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(211) : error C2011: 'ScriptZoneGameObj' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_obj.h(211) : see declaration of
'ScriptZoneGameObj'
1>c:\westwood\renegadefds\server\engine_obj.h(227) : error C2011: 'DefenseObjectDefClass' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_obj.h(227) : see declaration of
'DefenseObjectDefClass'
1>c:\westwood\renegadefds\server\engine_obj.h(238) : error C2011: 'DamageableGameObjDef' :
'class' type redefinition
1>    c:\westwood\renegadefds\server\engine_obj.h(238) : see declaration of
'DamageableGameObjDef'
1>c:\westwood\renegadefds\server\engine_obj.h(238) : fatal error C1003: error count exceeds
100; stopping compilation
1>Generating Code...
1>Creating browse information file...
1>Microsoft Browse Information Maintenance Utility Version 8.00.50727
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or
directory
1>Build log was saved at
"file:///c:/Westwood/RenegadeFDS/Server/tmp/scripts/debug/BuildLog.htm"
1>SSGM - 109 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```