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Subject: Re: START\_TIMER Parameters

Posted by [T0tNI](#) on Wed, 11 Aug 2010 22:42:51 GMT

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```
1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----
1>Compiling...
1>MySwapCharScript.cpp
1>.\MySwapCharScript.cpp(1) : error C2653: 'MySwapCharScript' : is not a class or namespace
name
1>.\MySwapCharScript.cpp(1) : error C2065: 'GameObject' : undeclared identifier
1>.\MySwapCharScript.cpp(1) : error C2065: 'obj' : undeclared identifier
1>.\MySwapCharScript.cpp(2) : error C2448: 'Created' : function-style initializer appears to be a
function definition
1>Creating browse information file...
1>Microsoft Browse Information Maintenance Utility Version 8.00.50727
1>Copyright (C) Microsoft Corporation. All rights reserved.
1>Build log was saved at "file://c:\Westwood\RenegadeFDS\Server\New
Folder\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 4 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

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