

---

Subject: AOW 1.34 compile - 2 libs missing [wsock32.lib and ??????]

Posted by [theplague](#) on Sat, 29 Oct 2005 08:00:35 GMT

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

---

well, i remember doing this a while back, i had to add 2 libs into the linker settings to make it compilable without errors ("warnings treated as error")...

i found one of them 'wsock32.lib' but i forgot what the other one was called :S

without it :SC:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : error C2220: warning treated as error - no object file generated

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_source\_code\AOW.cpp(53) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : warning C4786:

'???0?\$vector@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@V?\$allocator@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@2@@@std@@QAE@IABV

?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@1@ABV?\$allocator@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@1@@@Z' : identifier was truncated to '255' characters in the browser information

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_source\_code\AOW.cpp(53) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled(1 of 3 errors)

---

---

Subject: Re: AOW 1.34 compile - 2 libs missing [wsock32.lib and ??????]

Posted by [jonwil](#) on Sun, 30 Oct 2005 08:44:56 GMT

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

---

Which compiler are you using?

---

---

Subject: Re: AOW 1.34 compile - 2 libs missing [wsock32.lib and ??????]

Posted by [theplague](#) on Wed, 02 Nov 2005 08:12:52 GMT

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

---

Microsoft Visual C++ 6.0

(i also tried .net 2003 but it has more errors)

edit: can you please copy and past your "object/librery moduels" in project setting's link tab?  
thanks

the files strait out of the zip: (VC++6)

-----Configuration: scripts - Win32 Release-----

Compiling...

dllmain.cpp

jfw.cpp

jfw2.cpp

jfw3.cpp

jfwobj.cpp

jfwws.cpp

kak.cpp

neo.cpp

nh.cpp

nhp.cpp

Ra2.cpp

Reborn.cpp

RenAlert.cpp

scriptfactory.cpp

scriptregistrar.cpp

scripts.cpp

SCUD.cpp

Survival.cpp

tda.cpp

tfx.cpp

Generating Code...

Linking...

Creating library Release/scripts.lib and object Release/scripts.exp

dllmain.obj : error LNK2001: unresolved external symbol "void \_\_cdecl InitEngine(void)"  
(?InitEngine@@@YAXXZ)

dllmain.obj : error LNK2001: unresolved external symbol "int Exe" (?Exe@@@3HA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\*

Display\_Float\_Player)(unsigned char \*,float,char const \*)"

(?Display\_Float\_Player@@@3P6AXPAEMPBD@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\*

Display\_Int\_Player)(unsigned char \*,int,char const \*)"

(?Display\_Int\_Player@@@3P6AXPAEHPBD@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\*

Display\_Text\_Player)(unsigned char \*,int)" (?Display\_Text\_Player@@@3P6AXPAEH@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\*

Set\_Display\_Color\_Player)(unsigned char \*,unsigned char,unsigned char,unsigned char)"

(?Set\_Display\_Color\_Player@@@3P6AXPAEEEE@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "int (\_\_cdecl\*

Create\_3D\_Sound\_At\_Bone\_Player)(unsigned char \*,char const \*,unsigned char \*,char const \*)"

(?Create\_3D\_Sound\_At\_Bone\_Player@@@3P6AHPAEPBD01@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "int (\_\_cdecl\* Create\_3D\_WAV\_Sound\_At\_Bone\_Player)(unsigned char \*,char const \*,unsigned char \*,char const \*)" (?Create\_3D\_WAV\_Sound\_At\_Bone\_Player@@3P6AHPAEPBD01@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "int (\_\_cdecl\* Create\_2D\_WAV\_Sound\_Player)(unsigned char \*,char const \*)" (?Create\_2D\_WAV\_Sound\_Player@@3P6AHPAEPBD@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "int (\_\_cdecl\* Create\_2D\_Sound\_Player)(unsigned char \*,char const \*)" (?Create\_2D\_Sound\_Player@@3P6AHPAEPBD@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "int (\_\_cdecl\* Create\_Sound\_Player)(unsigned char \*,char const \*,struct Vector3 const &,unsigned char \*)" (?Create\_Sound\_Player@@3P6AHPAEPBDABUVector3@@@0@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Enable\_HUD\_Player)(unsigned char \*,bool)" (?Enable\_HUD\_Player@@3P6AXPAE\_N@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Force\_Camera\_Look\_Player)(unsigned char \*,struct Vector3 const &)" (?Force\_Camera\_Look\_Player@@3P6AXPAEABUVector3@@@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Set\_Screen\_Fade\_Opacity\_Player)(unsigned char \*,float,float)" (?Set\_Screen\_Fade\_Opacity\_Player@@3P6AXPAEMM@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Set\_Screen\_Fade\_Color\_Player)(unsigned char \*,float,float,float,float)" (?Set\_Screen\_Fade\_Color\_Player@@3P6AXPAEMMMM@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Display\_NOD\_Player\_Terminal\_Player)(unsigned char \*)" (?Display\_NOD\_Player\_Terminal\_Player@@3P6AXPAE@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Display\_GDI\_Player\_Terminal\_Player)(unsigned char \*)" (?Display\_GDI\_Player\_Terminal\_Player@@3P6AXPAE@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Enable\_Radar\_Player)(unsigned char \*,bool)" (?Enable\_Radar\_Player@@3P6AXPAE\_N@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Stop\_Background\_Music\_Player)(unsigned char \*)" (?Stop\_Background\_Music\_Player@@3P6AXPAE@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Fade\_Background\_Music\_Player)(unsigned char \*,char const \*,int,int)" (?Fade\_Background\_Music\_Player@@3P6AXPAEPBDHH@ZA)

dllmain.obj : error LNK2001: unresolved external symbol "void (\_\_cdecl\* Set\_Background\_Music\_Player)(unsigned char \*,char const \*)" (?Set\_Background\_Music\_Player@@3P6AXPAEPBD@ZA)

jfw.obj : error LNK2001: unresolved external symbol "unsigned char \* \_\_cdecl Get\_Vehicle(unsigned char \*)" (?Get\_Vehicle@@YAPAEPAE@Z)

jfw2.obj : error LNK2001: unresolved external symbol "unsigned char \* \_\_cdecl Get\_Vehicle(unsigned char \*)" (?Get\_Vehicle@@YAPAEPAE@Z)

neo.obj : error LNK2001: unresolved external symbol "unsigned char \* \_\_cdecl Get\_Vehicle(unsigned char \*)" (?Get\_Vehicle@@YAPAEPAE@Z)

jfw3.obj : error LNK2001: unresolved external symbol "float \_\_cdecl Get\_Animation\_Frame(unsigned char \*)" (?Get\_Animation\_Frame@@YAMPAE@Z)

```

neo.obj : error LNK2001: unresolved external symbol "bool __cdecl Is_Vehicle(unsigned char *)"
(?Is_Vehicle@@YA_NPAE@Z)
neo.obj : error LNK2001: unresolved external symbol "bool __cdecl Is_Soldier(unsigned char *)"
(?Is_Soldier@@YA_NPAE@Z)
neo.obj : error LNK2001: unresolved external symbol "bool __cdecl Is_VTOLVehicle(unsigned
char *)" (?Is_VTOLVehicle@@YA_NPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "long __cdecl Get_Player_ID(unsigned
char *)" (?Get_Player_ID@@YAJPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "unsigned char * __cdecl
Get_GameObj(int)" (?Get_GameObj@@YAPAEH@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Ranged_Scale_Damage_To_Buildings(float,char const *,struct Vector3,float,unsigned char *)"
(?Ranged_Scale_Damage_To_Buildings@@YAXMPBDUVector3@@MPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Kill_All_Buildings_By_Team(int)" (?Kill_All_Buildings_By_Team@@YAXH@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Ranged_Percentage_Damage_To_Buildings(float,char const *,struct Vector3,float,unsigned char
*)" (?Ranged_Percentage_Damage_To_Buildings@@YAXMPBDUVector3@@MPAE@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Send_Custom_To_Team_Preset(int,char const *,unsigned char *,int,int,float)"
(?Send_Custom_To_Team_Preset@@YAXHPBDPAEHM@Z)
RenAlert.obj : error LNK2001: unresolved external symbol "void __cdecl
Send_Custom_To_Team_Buildings(int,unsigned char *,int,int,float)"
(?Send_Custom_To_Team_Buildings@@YAXHPAEHMH@Z)
c:\rentools\scripts\scripts.dll : fatal error LNK1120: 33 unresolved externals
Error executing link.exe.

```

scripts.dll - 36 error(s), 0 warning(s)

my edit:

-----Configuration: scripts - Win32 Release-----

Compiling...

AOW.cpp

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : error C2220: warning
treated as error - no object file generated

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\AOW.cpp(53) : see
reference to class template instantiation 'std::vector<class std::basic\_string<char,struct
std::char\_traits<char>,class std::allocator<char> >,cl

ass std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class
std::allocator<char> > >' being compiled

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : warning C4786:

'??0?\$vector@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@V
?\$allocator@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@2
@@@std@@QAE@IABV

?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@1@ABV?\$allocator@V?\$
basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@1@@Z' : identifier
was truncated to '255' characters in the browser information

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\AOW.cpp(53) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled

engine.cpp

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(484) : error C2220: warning treated as error - no object file generated

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(484) : warning C4035: 'As\_PhysicalGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(543) : warning C4035: 'As\_VehicleGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(570) : warning C4035: 'As\_SmartGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(597) : warning C4035: 'As\_DamageableGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(624) : warning C4035: 'As\_SoldierGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(651) : warning C4035: 'As\_ScriptZoneGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(678) : warning C4035: 'As\_BuildingGameObj' : no return value

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\engine.cpp(784) : warning C4035: 'Get\_Class\_ID' : no return value

soundtrack.cpp

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : error C2220: warning treated as error - no object file generated

C:\Documents and Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\soundtrack.cpp(29) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled

C:\Program Files\Microsoft Visual Studio\VC98\INCLUDE\vector(48) : warning C4786: '??0?\$vector@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@V?\$allocator@V?\$basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@@std@@@QAE@IABV?\$basic\_string@DU?\$char\_traits@D@std@@@V?\$allocator@D@2@@@1@ABV?\$allocator@V?\$

basic\_string@DU?\$char\_traits@D@std@@V?\$allocator@D@2@@std@@@1@@Z' : identifier was truncated to '255' characters in the browser information

C:\Documents and

Settings\Xiao\Desktop\Games\ssaow\_gamelog\_1.3.4\_sourc\_e\_code\soundtrack.cpp(29) : see reference to class template instantiation 'std::vector<class std::basic\_string<char,struct

std::char\_traits<char>,class std::allocator<cha

r> >,class std::allocator<class std::basic\_string<char,struct std::char\_traits<char>,class std::allocator<char> > >' being compiled

Generating Code...

Error executing cl.exe.

scripts.dll - 3 error(s), 10 warning(s)

---

---

Subject: Re: AOW 1.34 compile - 2 libs missing [wsock32.lib and ??????]

Posted by [theplague](#) on Thu, 03 Nov 2005 00:31:09 GMT

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

---

ym... problem solved... found the lib file needed

---