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Subject: How to set up a build environment for compiling the scripts.dll

Posted by [jonwil](#) on Tue, 13 Nov 2007 03:51:58 GMT

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To get set up to compile the custom scripts.dll (including SSGM) you need to do the following:

If you have Visual C++ 2005 other than Express Edition (i.e. professional edition or whatever), do this:

1. Install Visual C++ 2005, install it. Make sure to select the following options:

Win32 Platform SDK Tools

Visual C++ Run-Time Libraries (select all of the options underneath that)

2. Download the DirectX SDK from here:

<http://www.microsoft.com/downloads/details.aspx?familyid=C72D9F1E-53F3-4747-8490-6801D8E8B4EF>

and install it into the default folder. You need this version (if you have something older or newer it may not work). You do not need it if you are compiling SSGM or another server-side mod (as its only used by shaders.dll)

3. Open the scripts.sln file in Visual C++ (or SSGM.sln if its SSGM). Go to tools-options. Then select "Projects and Solutions" and then "Visual C++ Directories". Under "Include files" add "C:\Program Files\Microsoft DirectX SDK (August 2006)\Include". Under "library files" add "C:\Program Files\Microsoft DirectX SDK (August 2006)\Lib\x86"

4. Build the scripts.dll. You should get no errors. If you get errors, post them in this thread and I will help work out why they are happening.

If you do not have Visual C++ (or only have express edition)

1. Go here:

<http://msdn2.microsoft.com/en-au/express/aa700735.aspx> Download and install Visual C++ 2005 Express Edition.

2. Go here:

<http://msdn2.microsoft.com/en-us/express/aa700755.aspx> Download and install the Microsoft Platform SDK (as mentioned there). Make sure you follow ALL the instructions (including the ones about setting up paths and editing configuration files)

3. Download the DirectX SDK from here:

<http://www.microsoft.com/downloads/details.aspx?familyid=C72D9F1E-53F3-4747-8490-6801D8E8B4EF>

and install it into the default folder. You need this version (if you have something older or newer it may not work). You do not need it if you are compiling SSGM or another server-side mod (as its only used by shaders.dll)

4. Open the scripts.sln file in Visual C++ (or SSGM.sln if its SSGM). Go to tools-options. Then select "Projects and Solutions" and then "Visual C++ Directories". Under "Include files" add "C:\Program Files\Microsoft DirectX SDK (August 2006)\Include". Under "library files" add "C:\Program Files\Microsoft DirectX SDK (August 2006)\Lib\x86"

5. Build the scripts.dll. You should get no errors. If you get errors, post them in this thread and I will help work out why they are happening.

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [nopol10](#) on Tue, 13 Nov 2007 05:07:27 GMT

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Thanks a lot, I've been wanting to ask how to avoid the errors. I hope this build would work...

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [cnc95fan](#) on Tue, 13 Nov 2007 22:16:29 GMT

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I'm not going to post up the whole error report because it would take up uber pages. But the main problem seems to be:

C:\Program Files\Microsoft Visual Studio8\VC\include\intrin.h(945)  
that particular line (and 944) in that particular header...

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Whitedragon](#) on Sat, 08 Dec 2007 05:02:10 GMT

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This needs to be stickied.

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [cnc95fan](#) on Wed, 12 Dec 2007 09:09:10 GMT

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Quote:

```
1>----- Build started: Project: sdbedit, Configuration: Debug Win32 -----
2>----- Build started: Project: shaders, Configuration: Debug Win32 -----
1>Compiling...
2>Compiling...
2>tonemapsceneshader.cpp
1>tonemapsceneshader_editor.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
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1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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linkage of overloaded function '_interlockedbittestandreset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>stackingsceneshader.cpp
1>tonemapsceneshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>simplesceneshader.cpp
1>stackingsceneshader_editor.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>shaderstatemanager.cpp
1>stackingsceneshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of

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'_interlockedbittestandreset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2>shaders.cpp
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>simplesceneshader_editor.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>.\shaders.cpp(37) : fatal error C1189: #error : The Renegade shaders.dll requires the DirectX
August 2006 SDK installed in order to produce a proper executable. If you wish to use a different
version of the SDK, modify the delay load dll in linker settings to point to the newer d3dx.dll
2>shaderplugin.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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linkage of overloaded function '_interlockedbittestandreset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>shadermgr.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of

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'_interlockedbittestandreset'
1>shader_scene.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>shaderhud.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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1>shader.cpp
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
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2>shader_scene.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>sdbedit.cpp
2>shader.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C

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2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>normalmapshader.cpp
2>resourcemanager.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>mmgr.cpp
2>normalmapshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>glowshader.cpp
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
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2>glowshader.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of

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'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>glassshader.cpp
2>glassshader.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>engine_threading.cpp
2>engine_weap.cpp
1>engine_math.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_tdb.cpp
1>editorshadermgr.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
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2>engine_player.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
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1>editorshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_obj2.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_obj.cpp
1>editornormalmapshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
```

```

'_interlockedbittestandreset'
2>engine_net.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
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linkage of overloaded function '_interlockedbittestandreset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>Generating Code...
2>Compiling...
2>engine_math.cpp
1>editorglowshader.cpp
2>engine_io.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_game.cpp
1>editorglassshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_diagnostics.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed

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1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_def.cpp
1>Generating Code...
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_common.cpp
1>Compiling...
1>editoreng.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>engine_3dre.cpp
1>brightpasssceneshader_editor.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of

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'_interlockedbittestandreset'
2>engine_3d.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>brightpasssscenesshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>effect.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>bloomscenesshader_editor.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>cubetexture.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed

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2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>bloomsceneshader.cpp
2>coreshader.cpp
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
1>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
1> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
1>Generating Code...
1>Creating browse information file...
2>brightpasssceneshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>bloomsceneshader.cpp
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
2>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
2> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
2>Generating Code...
2>Build log was saved at "file:///c:/Users/Dale/Developer
Runtime/Desktop/scripts344/tmp/shaders/debug/BuildLog.htm"
2>shaders - 63 error(s), 0 warning(s)

```

```
3>----- Build started: Project: scripts, Configuration: Debug Win32 -----
3>Compiling...
3>z.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>shawk.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>scripts.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>renalert2.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>renalert.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>reborn.cpp
```

```
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>ra_legacy.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
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:\Users\Dale\Developer
Runtime\Desktop\scripts344\tmp\sdbedit\debug\BuildLog.htm"
1>sdbedit - 44 error(s), 0 warning(s)
3>neo.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>mdbevf.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>mdbdef.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
```

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'_interlockedbittestandreset'  
3>mdb.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>kamuix.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>jmgrp2.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>jfwzone.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>jfwweap.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>jfwveh.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
```

```
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwsnd.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwscr.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwpow.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwpoke.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>Generating Code...
3>Compiling...
3>jfwmisc.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
```

```
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwhook.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwgun.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwgame.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwdmg.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>jfwdef.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
```

linkage of overloaded function '\_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of '\_interlockedbittestandreset'  
3>jfwcust.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of '\_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C linkage of overloaded function '\_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of '\_interlockedbittestandreset'  
3>jfwcine.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of '\_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C linkage of overloaded function '\_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of '\_interlockedbittestandreset'  
3>gap.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of '\_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C linkage of overloaded function '\_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of '\_interlockedbittestandreset'  
3>engine\_weap.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of '\_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C linkage of overloaded function '\_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of '\_interlockedbittestandreset'  
3>engine\_tdb.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of '\_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C linkage of overloaded function '\_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of '\_interlockedbittestandreset'

```
3>engine_script.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_pt.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_player.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_phys.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_obj2.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3>    C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_obj.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
```

```
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_io.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_game.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_dmg.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>Generating Code...
3>Compiling...
3>engine_def.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
'_interlockedbittestandset'
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C
linkage of overloaded function '_interlockedbittestandreset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of
'_interlockedbittestandreset'
3>engine_common.cpp
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C
linkage of overloaded function '_interlockedbittestandset' not allowed
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of
```

```
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>engine_bhs.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>dllmain.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>dan.cpp  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(944) : see declaration of  
'_interlockedbittestandset'  
3>C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : error C2733: second C  
linkage of overloaded function '_interlockedbittestandreset' not allowed  
3> C:\Program Files\Microsoft Visual Studio 8\VC\include\intrin.h(945) : see declaration of  
'_interlockedbittestandreset'  
3>Generating Code...  
3>Creating browse information file...  
3>Microsoft Browse Information Maintenance Utility Version 8.00.50727  
3>Copyright (C) Microsoft Corporation. All rights reserved.  
3>Build log was saved at "file:///c:/Users/Dale/Developer  
Runtime/Desktop/scripts344/tmp/scripts/debug/BuildLog.htm"  
3>scripts - 90 error(s), 0 warning(s)  
===== Build: 0 succeeded, 1 failed, 1 up-to-date, 0 skipped =====
```

As you can see, its the same errors on the same lines in the same file. I did this on the express edition, hoping for a different result from the professional editon, but I still got the same errors.

---

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Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [=HT=T-Bird](#) on Wed, 12 Dec 2007 12:47:32 GMT

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That error sounds like shaders is redeclaring VC++ builtin functions, which is bad on its part. Either that, or your compiler is screwed and needs a reinstall.

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [wittebolx](#) on Thu, 13 Dec 2007 07:59:50 GMT

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Build Log    Build started: Project: SSGM, Configuration: Debug|Win32

Command Lines    Creating temporary file

"c:\Users\wittebolx\Desktop\SSGM\tmp\scripts\debug\RSP00000158762872.rsp" with contents

```
[  
/Od /Oi /Oy /D "WIN32" /D "NDEBUG" /D "_WINDOWS" /D "_USRDLL" /D  
"SCRIPTS_EXPORTS" /D "_CRT_SECURE_NO_DEPRECATED" /D "_VC80_UPGRADE=0x0710"  
/D "_WINDLL" /D "_MBCS" /GF /FD /EHsc /MT /GS- /Gy /fp:fast /FAs /Fa".\tmp\scripts\debug\  
/Fo".\tmp\scripts\debug\  
/Fd".\tmp\scripts\debug\vc80.pdb" /FR".\tmp\scripts\debug\  
/W4 /WX /c  
/Zi /TP .\z.cpp
```

.\tfx.cpp

.\tda.cpp

.\Survival.cpp

.\shawk.cpp

.\SCUD.cpp

.\scripts.cpp

.\scriptregistrar.cpp

.\scriptfactory.cpp

.\renalert2.cpp

.\RenAlert.cpp

.\Reborn.cpp

.\ra\_legacy.cpp

.\Ra2.cpp

.\nhp.cpp

.\nh.cpp

.\neo.cpp

.\mmgr.cpp

.\mdbevf.cpp

.\mdbdef.cpp

.\mdb.cpp

.\kamuix.cpp

.\kak.cpp

.\jmgrp2.cpp

.\jfwzone.cpp

.\jfwws.cpp

.\jfwweap.cpp

.\jfwveh.cpp

.\jfwsnd.cpp

.\jfwscr.cpp

.\jfwpow.cpp

.\jfwpoke.cpp

.\jfwobj.cpp

.\jfwmisc.cpp

.\jfwhook.cpp

.\jfwgun.cpp

.\jfwgame.cpp

.\jfwdmg.cpp

.\jfwdef.cpp

.\jfwcust.cpp  
. \jfwcine.cpp  
. \gap.cpp  
. \engine\_weap.cpp  
. \engine\_threading.cpp  
. \engine\_tdb.cpp  
. \engine\_string.cpp  
. \engine\_script.cpp  
. \engine\_pt.cpp  
. \engine\_player.cpp  
. \engine\_phys.cpp  
. \engine\_obj2.cpp  
. \engine\_obj.cpp  
. \engine\_net.cpp  
. \engine\_math.cpp  
. \engine\_io.cpp  
. \engine\_game.cpp  
. \engine\_dmg.cpp  
. \engine\_diagnostics.cpp  
. \engine\_def.cpp  
. \engine\_common.cpp  
. \engine\_bhs.cpp  
. \dllmain.cpp  
. \Dan.cpp

.\gmsettingsclass.cpp

.\gmscripts.cpp

.\gmmain.cpp

.\gmkeyhook.cpp

.\mgamelog.cpp

.\gmfunc.cpp

.\gmctf.cpp

.\gmcrate.cpp

.\gmcommandclass.cpp

.\engine\_gm.cpp

.\date.cpp

]

Creating command line "cl.exe

@c:\Users\wittebolx\Desktop\SSGM\tmp\scripts\debug\RSP00000158762872.rsp /nologo

/errorReport:prompt"

Creating temporary file

"c:\Users\wittebolx\Desktop\SSGM\tmp\scripts\debug\RSP00000258762872.rsp" with contents

[

/VERBOSE:LIB /OUT:"scripts.dll" /INCREMENTAL:NO /DLL /MANIFEST

/MANIFESTFILE:".tmp\scripts\debug\scripts.dll.intermediate.manifest"

/MANIFESTUAC:"level='asInvoker' uiAccess='false'" /DEBUG

/PDB:"c:\Users\wittebolx\Desktop\SSGM\scripts.pdb"

/MAP:"c:\Users\wittebolx\Desktop\SSGM\scripts.map" /SUBSYSTEM:WINDOWS /OPT:ICF

/OPT:NOWIN98 /BASE:"0x11000000" /DYNAMICBASE:NO /FIXED

/IMPLIB:".bin\debug\scripts.lib" /MACHINE:X86 ws2\_32.lib user32.lib kernel32.lib user32.lib

gdi32.lib winspool.lib comdlg32.lib advapi32.lib shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib

odbccp32.lib

".tmp\scripts\debug\date.obj"

".tmp\scripts\debug\engine\_gm.obj"

".tmp\scripts\debug\gmcommandclass.obj"

".tmp\scripts\debug\gmcrate.obj"

".tmp\scripts\debug\gmctf.obj"

".\tmp\scripts\debug\gmfunc.obj"  
".\tmp\scripts\debug\gmgameobj.obj"  
".\tmp\scripts\debug\gmkeyhook.obj"  
".\tmp\scripts\debug\gmmain.obj"  
".\tmp\scripts\debug\gmscripts.obj"  
".\tmp\scripts\debug\gmsettingsclass.obj"  
".\tmp\scripts\debug\Dan.obj"  
".\tmp\scripts\debug\dllmain.obj"  
".\tmp\scripts\debug\engine\_bhs.obj"  
".\tmp\scripts\debug\engine\_common.obj"  
".\tmp\scripts\debug\engine\_def.obj"  
".\tmp\scripts\debug\engine\_diagnostics.obj"  
".\tmp\scripts\debug\engine\_dmg.obj"  
".\tmp\scripts\debug\engine\_game.obj"  
".\tmp\scripts\debug\engine\_io.obj"  
".\tmp\scripts\debug\engine\_math.obj"  
".\tmp\scripts\debug\engine\_net.obj"  
".\tmp\scripts\debug\engine\_obj.obj"  
".\tmp\scripts\debug\engine\_obj2.obj"  
".\tmp\scripts\debug\engine\_phys.obj"  
".\tmp\scripts\debug\engine\_player.obj"  
".\tmp\scripts\debug\engine\_pt.obj"  
".\tmp\scripts\debug\engine\_script.obj"  
".\tmp\scripts\debug\engine\_string.obj"

".\tmp\scripts\debug\engine\_tdb.obj"  
".\tmp\scripts\debug\engine\_threading.obj"  
".\tmp\scripts\debug\engine\_weap.obj"  
".\tmp\scripts\debug\gap.obj"  
".\tmp\scripts\debug\jfwcine.obj"  
".\tmp\scripts\debug\jfwcust.obj"  
".\tmp\scripts\debug\jfwdef.obj"  
".\tmp\scripts\debug\jfwdmg.obj"  
".\tmp\scripts\debug\jfwgame.obj"  
".\tmp\scripts\debug\jfwgun.obj"  
".\tmp\scripts\debug\jfwhook.obj"  
".\tmp\scripts\debug\jfwmisc.obj"  
".\tmp\scripts\debug\jfwobj.obj"  
".\tmp\scripts\debug\jfwpoke.obj"  
".\tmp\scripts\debug\jfwpow.obj"  
".\tmp\scripts\debug\jfwscr.obj"  
".\tmp\scripts\debug\jfwsnd.obj"  
".\tmp\scripts\debug\jfwveh.obj"  
".\tmp\scripts\debug\jfwweap.obj"  
".\tmp\scripts\debug\jfwws.obj"  
".\tmp\scripts\debug\jfwzone.obj"  
".\tmp\scripts\debug\jmgrp2.obj"  
".\tmp\scripts\debug\kak.obj"  
".\tmp\scripts\debug\kamuij.obj"

".\tmp\scripts\debug\mdb.obj"  
".\tmp\scripts\debug\mdbdef.obj"  
".\tmp\scripts\debug\mdbevf.obj"  
".\tmp\scripts\debug\mmgr.obj"  
".\tmp\scripts\debug\neo.obj"  
".\tmp\scripts\debug\nh.obj"  
".\tmp\scripts\debug\nhp.obj"  
".\tmp\scripts\debug\Ra2.obj"  
".\tmp\scripts\debug\ra\_legacy.obj"  
".\tmp\scripts\debug\Reborn.obj"  
".\tmp\scripts\debug\RenAlert.obj"  
".\tmp\scripts\debug\renalert2.obj"  
".\tmp\scripts\debug\scriptfactory.obj"  
".\tmp\scripts\debug\scriptregistrar.obj"  
".\tmp\scripts\debug\scripts.obj"  
".\tmp\scripts\debug\SCUD.obj"  
".\tmp\scripts\debug\shawk.obj"  
".\tmp\scripts\debug\Survival.obj"  
".\tmp\scripts\debug\tda.obj"  
".\tmp\scripts\debug\txf.obj"  
".\tmp\scripts\debug\z.obj"

]  
Creating command line "link.exe  
@c:\Users\wittebolx\Desktop\SSGM\tmp\scripts\debug\RSP00000258762872.rsp /NOLOGO  
/ERRORREPORT:PROMPT"  
Creating temporary file  
"c:\Users\wittebolx\Desktop\SSGM\tmp\scripts\debug\RSP00000358762872.rsp" with contents  
[

/o ".\bin\debug/SSGM.bsc"  
.\tmp\scripts\debug\engine\_gm.sbr  
.\tmp\scripts\debug\gmcommandclass.sbr  
.\tmp\scripts\debug\gmcrate.sbr  
.\tmp\scripts\debug\gmctf.sbr  
.\tmp\scripts\debug\gmfunc.sbr  
.\tmp\scripts\debug\gmgameolog.sbr  
.\tmp\scripts\debug\gmkeyhook.sbr  
.\tmp\scripts\debug\gmmain.sbr  
.\tmp\scripts\debug\gmscripts.sbr  
.\tmp\scripts\debug\gmsettingsclass.sbr  
.\tmp\scripts\debug\Dan.sbr  
.\tmp\scripts\debug\dllmain.sbr  
.\tmp\scripts\debug\engine\_bhs.sbr  
.\tmp\scripts\debug\engine\_common.sbr  
.\tmp\scripts\debug\engine\_def.sbr  
.\tmp\scripts\debug\engine\_diagnostics.sbr  
.\tmp\scripts\debug\engine\_dmg.sbr  
.\tmp\scripts\debug\engine\_game.sbr  
.\tmp\scripts\debug\engine\_io.sbr  
.\tmp\scripts\debug\engine\_math.sbr  
.\tmp\scripts\debug\engine\_net.sbr  
.\tmp\scripts\debug\engine\_obj.sbr  
.\tmp\scripts\debug\engine\_obj2.sbr

.\tmp\scripts\debug\engine\_phys.sbr  
.\tmp\scripts\debug\engine\_player.sbr  
.\tmp\scripts\debug\engine\_pt.sbr  
.\tmp\scripts\debug\engine\_script.sbr  
.\tmp\scripts\debug\engine\_string.sbr  
.\tmp\scripts\debug\engine\_tdb.sbr  
.\tmp\scripts\debug\engine\_threading.sbr  
.\tmp\scripts\debug\engine\_weap.sbr  
.\tmp\scripts\debug\gap.sbr  
.\tmp\scripts\debug\jfwcine.sbr  
.\tmp\scripts\debug\jfwcust.sbr  
.\tmp\scripts\debug\jfwdef.sbr  
.\tmp\scripts\debug\jfwdmg.sbr  
.\tmp\scripts\debug\jfwgame.sbr  
.\tmp\scripts\debug\jfwgun.sbr  
.\tmp\scripts\debug\jfwhook.sbr  
.\tmp\scripts\debug\jfwmisc.sbr  
.\tmp\scripts\debug\jfwobj.sbr  
.\tmp\scripts\debug\jfwpoke.sbr  
.\tmp\scripts\debug\jfwpow.sbr  
.\tmp\scripts\debug\jfwscr.sbr  
.\tmp\scripts\debug\jfwsnd.sbr  
.\tmp\scripts\debug\jfwveh.sbr  
.\tmp\scripts\debug\jfwweap.sbr

.\tmp\scripts\debug\jfwws.sbr  
.\tmp\scripts\debug\jfwzone.sbr  
.\tmp\scripts\debug\jmgrp2.sbr  
.\tmp\scripts\debug\kak.sbr  
.\tmp\scripts\debug\kamuix.sbr  
.\tmp\scripts\debug\mdb.sbr  
.\tmp\scripts\debug\mdbdef.sbr  
.\tmp\scripts\debug\mdbevf.sbr  
.\tmp\scripts\debug\mmgr.sbr  
.\tmp\scripts\debug\neo.sbr  
.\tmp\scripts\debug\nh.sbr  
.\tmp\scripts\debug\nhp.sbr  
.\tmp\scripts\debug\Ra2.sbr  
.\tmp\scripts\debug\ra\_legacy.sbr  
.\tmp\scripts\debug\Reborn.sbr  
.\tmp\scripts\debug\RenAlert.sbr  
.\tmp\scripts\debug\renalert2.sbr  
.\tmp\scripts\debug\scriptfactory.sbr  
.\tmp\scripts\debug\scriptregistrar.sbr  
.\tmp\scripts\debug\scripts.sbr  
.\tmp\scripts\debug\SCUD.sbr  
.\tmp\scripts\debug\shawk.sbr  
.\tmp\scripts\debug\Survival.sbr  
.\tmp\scripts\debug\tda.sbr

.\tmp\scripts\debug\tfx.sbr

.\tmp\scripts\debug\z.sbr

.\tmp\scripts\debug\date.sbr

]
Creating command line "bscmake.exe
@c:\Users\wittebolx\Desktop\SSGM\tmp\scripts\debug\RSP00000358762872.rsp /nologo"
Output Window Compiling...

z.cpp

tfx.cpp

tda.cpp

Survival.cpp

shawk.cpp

SCUD.cpp

scripts.cpp

scriptregistrar.cpp

scriptfactory.cpp

renalert2.cpp

RenAlert.cpp

Reborn.cpp

ra\_legacy.cpp

Ra2.cpp

nhp.cpp

nh.cpp

neo.cpp

mmgr.cpp

mdbevf.cpp

mdbdef.cpp

Generating Code...

Compiling...

mdb.cpp

kamuix.cpp

kak.cpp

jmgrp2.cpp

jfwzone.cpp

jfwws.cpp

jfwweap.cpp

jfwveh.cpp

jfwsnd.cpp

jfwscr.cpp

jfwpow.cpp

jfwpoke.cpp

jfwobj.cpp

jfwmisc.cpp

jfwhook.cpp

jfwgun.cpp

jfwgame.cpp

jfwdmg.cpp  
jfwdef.cpp  
jfwcust.cpp  
Generating Code...  
Compiling...  
jfwcine.cpp  
gap.cpp  
engine\_weap.cpp  
engine\_threading.cpp  
engine\_tdb.cpp  
engine\_string.cpp  
engine\_script.cpp  
engine\_pt.cpp  
engine\_player.cpp  
engine\_phys.cpp  
engine\_obj2.cpp  
engine\_obj.cpp  
engine\_net.cpp  
engine\_math.cpp  
engine\_io.cpp  
engine\_game.cpp  
engine\_dmg.cpp  
engine\_diagnostics.cpp  
engine\_def.cpp  
engine\_common.cpp  
Generating Code...  
Compiling...  
engine\_bhs.cpp  
dllmain.cpp  
Dan.cpp  
gmsettingsclass.cpp  
gmscripts.cpp  
gmmain.cpp  
gmkeyhook.cpp  
gmgameelog.cpp  
gmfunc.cpp  
gmctf.cpp  
gmcrate.cpp  
gmcommandclass.cpp  
engine\_gm.cpp  
date.cpp  
Generating Code...  
Linking...  
LINK : warning LNK4224: /OPT:NOWIN98 is no longer supported; ignored  
Searching libraries  
  Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
  Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
  Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:



Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winpool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbccp32.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\LIBCMT.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\OLDNAMES.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\libcpmt.lib:

Finished searching libraries

Searching libraries

Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winpool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbccp32.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\LIBCMT.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\OLDNAMES.lib:  
Searching C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\libcpmt.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ws2\_32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\user32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\kernel32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\gdi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\winpool.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\comdlg32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\advapi32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\shell32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\ole32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\oleaut32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\uuid.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbc32.lib:  
Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\lib\odbccp32.lib:

Finished searching libraries

dllmain.obj : error LNK2019: unresolved external symbol "int \_\_cdecl  
\_\_CxxSetUnhandledExceptionHandler(void)" (?\_\_CxxSetUnhandledExceptionHandler@@YAHXZ)  
referenced in function \_NotifyHookUnhandledExceptionHandler

scripts.dll : fatal error LNK1120: 1 unresolved externals  
Creating browse information file...  
Microsoft Browse Information Maintenance Utility Version 9.00.21022  
Copyright (C) Microsoft Corporation. All rights reserved.  
Results Build log was saved at  
"file:///c:/Users/wittebolx/Desktop/SSGM/tmp/scripts/debug/BuildLog.htm"  
SSGM - 2 error(s), 1 warning(s)

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [cnc95fan](#) on Thu, 27 Dec 2007 23:36:21 GMT  
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---

I figured out a solution to my problem. Go to your command prompt, then type edit. In the blue box, type format c:\s, save it to a know directory. Create a MS-DOS boot disk, and load up that .bat file. Re-install windows.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [Ethenal](#) on Fri, 28 Dec 2007 03:41:45 GMT  
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---

cnc95fan wrote on Thu, 27 December 2007 17:36 I figured out a solution to my problem. Go to your command prompt, then type edit. In the blue box, type format c:\s, save it to a know directory. Create a MS-DOS boot disk, and load up that .bat file. Re-install windows.

Uh, your solution was reformatting? It's funny how much a Windows re-install can do.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [cnc95fan](#) on Sat, 29 Dec 2007 13:36:18 GMT  
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---

The amount of time it takes is not.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [Ethenal](#) on Sun, 30 Dec 2007 08:19:00 GMT  
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---

I agree.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [blazer411](#) on Sun, 13 Jan 2008 23:54:32 GMT

---

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---

1>c:\users\bracy\desktop\ssgm source\engine\_common.h(17) : fatal error C1083: Cannot open include file: 'windows.h': No such file or directory

I have followed the directions that are explained above and that still didn't solve my problem. I'm using Visual Studio 2005 Express.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [danpaul88](#) on Sun, 13 Jan 2008 23:57:32 GMT

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---

You need to install the windows platform SDK. If it's already installed then you need to ensure VS is setup to actually use it.

See this part of the first post in the topic;

Quote:<http://msdn2.microsoft.com/en-us/express/aa700755.aspx> Download and install the Microsoft Platform SDK (as mentioned there). Make sure you follow ALL the instructions (including the ones about setting up paths and editing configuration files) (Highlighting added)

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [blazer411](#) on Mon, 14 Jan 2008 02:27:49 GMT

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---

Thanks Dan, that solved the problem. I can't believe I overlooked that part.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [mrÄÅŞÄ-z](#) on Sun, 02 Mar 2008 14:03:46 GMT

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---

Hello Guys, when i try to Compile my Scripts.dll i get this Error:

```
c:\dokumente und einstellungen\hp_besitzer\desktop\scripts\engine_d3d.h(18) : fatal error C1083:
Datei (Include) kann nicht geöffnet werden: "d3d8caps.h": No such file or directory
shaders.cpp
```

I get this Error on all .cpp files, i thnik im missing the:  
"d3d8caps.h". Can some1 upload it here?

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [cnc95fan](#) on Sun, 02 Mar 2008 14:36:20 GMT

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---

MadRockz wrote on Sun, 02 March 2008 08:03Hello Guys, when i try to Compile my Scripts.dll i get this Error:

```
c:\dokumente und einstellungen\hp_besitzer\desktop\scripts\engine_d3d.h(18) : fatal error C1083:
Datei (Include) kann nicht geöffnet werden: "d3d8caps.h": No such file or directory
shaders.cpp
```

I get this Error on all .cpp files, i thnik im missing the:  
"d3d8caps.h". Can some1 upload it here?  
Looks like you're also missing the DirectX SDK...

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 02 Mar 2008 14:49:29 GMT  
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---

No, i followed this Tutorial here, i downloaded, installed and inlucded all files to C++

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [mr£Ä\\$Ä-z](#) on Mon, 03 Mar 2008 00:01:18 GMT  
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---

T\_T i need Help

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [cnc95fan](#) on Mon, 03 Mar 2008 11:30:45 GMT  
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---

Express version is crap anyway. Get VS05

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [saberhawk](#) on Fri, 07 Mar 2008 22:04:46 GMT  
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---

MadRockz wrote on Sun, 02 March 2008 08:49No, i followed this Tutorial here, i downloaded,  
installed and inlucded all files to C++

You have the wrong SDK version, you need August 2006.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mr£Ä\\$Ä-z](#) on Sat, 08 Mar 2008 10:58:22 GMT

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---

Saberhawk wrote on Fri, 07 March 2008 16:04MadRockz wrote on Sun, 02 March 2008 08:49No, i followed this Tutorial here, i downloaded, installed and inlucded all files to C++

You have the wrong SDK version, you need August 2006.

i got it work because i used SSGM, but when i try to compile the normal scripts.dll then i get these errors

and im using the newest SDK version.

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mr£Ä\\$Ä-z](#) on Sat, 08 Mar 2008 12:56:24 GMT

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---

How to fix that then? because i dont want to edit gay SSGM.

I really need to get normal Scripts work because i want to make LEVEL EDIT Scripts !!!

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [saberhawk](#) on Sat, 08 Mar 2008 22:56:08 GMT

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---

MadRockz wrote on Sat, 08 March 2008 04:58Saberhawk wrote on Fri, 07 March 2008 16:04MadRockz wrote on Sun, 02 March 2008 08:49No, i followed this Tutorial here, i downloaded, installed and inlucded all files to C++

You have the wrong SDK version, you need August 2006.

i got it work because i used SSGM, but when i try to compile the normal scripts.dll then i get these errors

and im using the newest SDK version.

Hence the problem. The newest DirectX SDK does not include Direct3D8 headers (d3d8caps.h is one of them) and cannot be used to compile shaders.dll. Use the August 2006 SDK version that is linked to in the first post and that problem wouldn't be happening...

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mr£Ä\\$Ä-z](#) on Sat, 08 Mar 2008 23:32:03 GMT

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---

i still get that errors

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [saberhawk](#) on Sun, 09 Mar 2008 03:22:30 GMT

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---

Then you don't have your SDK path setup properly.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mr£Äz](#) on Mon, 10 Mar 2008 18:35:13 GMT

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---

I downloaded Visual C++ 2005 now i get the fucking errors with <Windows.h>

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [danpaul88](#) on Mon, 10 Mar 2008 21:43:57 GMT

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---

Follow ALL of the instructions, including the parts about downloading, installing and setting up the windows platform SDK and DirectX SDK.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mr£Äz](#) on Mon, 10 Mar 2008 23:11:33 GMT

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---

OK Whats wrong?

#### File Attachments

---

1) [Unbenannt.bmp](#), downloaded 1774 times

2) [2.bmp](#), downloaded 1733 times

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [danpaul88](#) on Tue, 11 Mar 2008 11:32:45 GMT

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---

For a start one of those lines has a . after the \Lib part, which means the directory path is invalid, unless you actually installed it to \lib.\

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 11 Mar 2008 11:34:29 GMT  
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---

LOL found the Problem, i had 2 windows.h files... i took the other1 now it works...

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [saberhawk](#) on Sun, 16 Mar 2008 07:03:57 GMT  
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---

Other problem: They are not really supposed to be at the bottom of the search path, supposed to be the first entries.

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [jnz](#) on Thu, 20 Mar 2008 18:16:06 GMT  
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---

For anyone creating SSGM plugins, there is a slight bug in them.

- 1) In plugin.cpp in plugin\_unload: remove "delete ObjectHookStruct;"
  - 2) In the same function, add: "DestroyEngineMath();"
- 

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [mrÅ£ÄŞÄ-z](#) on Thu, 20 Mar 2008 18:30:26 GMT  
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---

Quote:remember, RoShamBo is always right ;p

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [Realpra](#) on Thu, 10 Apr 2008 17:36:40 GMT  
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---

This link seems to have stopped working:  
"http://msdn2.microsoft.com/en-us/express/aa700755.aspx"

It worked just fine the other day but now it has been replaced by some general link-maze of microsoft.

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

---

Posted by [renalpha](#) on Thu, 10 Apr 2008 17:52:39 GMT

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---

are u stealn ma name?  
for some reason it looks like mine

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [TiberiumboySFE](#) on Sun, 13 Apr 2008 01:27:04 GMT

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---

Compiling...

z.cpp

c1xx : fatal error C1083: Cannot open source file: '.\z.cpp': No such file or directory

tfx.cpp

c1xx : fatal error C1083: Cannot open source file: '.\tfx.cpp': No such file or directory

tda.cpp

c1xx : fatal error C1083: Cannot open source file: '.\tda.cpp': No such file or directory

Survival.cpp

c1xx : fatal error C1083: Cannot open source file: '.\Survival.cpp': No such file or directory

shawk.cpp

c1xx : fatal error C1083: Cannot open source file: '.\shawk.cpp': No such file or directory

SCUD.cpp

c1xx : fatal error C1083: Cannot open source file: '.\SCUD.cpp': No such file or directory

scripts.cpp

c1xx : fatal error C1083: Cannot open source file: '.\scripts.cpp': No such file or directory

scriptregistrar.cpp

c1xx : fatal error C1083: Cannot open source file: '.\scriptregistrar.cpp': No such file or directory

scriptfactory.cpp

c1xx : fatal error C1083: Cannot open source file: '.\scriptfactory.cpp': No such file or directory

renalert2.cpp

c1xx : fatal error C1083: Cannot open source file: '.\renalert2.cpp': No such file or directory

RenAlert.cpp

c1xx : fatal error C1083: Cannot open source file: '.\RenAlert.cpp': No such file or directory

Reborn.cpp

c1xx : fatal error C1083: Cannot open source file: '.\Reborn.cpp': No such file or directory

ra\_legacy.cpp

c1xx : fatal error C1083: Cannot open source file: '.\ra\_legacy.cpp': No such file or directory

Ra2.cpp

c1xx : fatal error C1083: Cannot open source file: '.\Ra2.cpp': No such file or directory

nhp.cpp

c1xx : fatal error C1083: Cannot open source file: '.\nhp.cpp': No such file or directory

nh.cpp

c1xx : fatal error C1083: Cannot open source file: '.\nh.cpp': No such file or directory

neo.cpp

c1xx : fatal error C1083: Cannot open source file: '.\neo.cpp': No such file or directory

mmgr.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\mmgr.cpp': No such file or directory  
mdbevf.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\mdbevf.cpp': No such file or directory  
mdbdef.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\mdbdef.cpp': No such file or directory  
Generating Code...  
Compiling...  
mdb.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\mdb.cpp': No such file or directory  
kamuix.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\kamuix.cpp': No such file or directory  
kak.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\kak.cpp': No such file or directory  
jmgrp2.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jmgrp2.cpp': No such file or directory  
jfwzone.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwzone.cpp': No such file or directory  
jfwws.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwws.cpp': No such file or directory  
jfwweap.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwweap.cpp': No such file or directory  
jfwveh.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwveh.cpp': No such file or directory  
jfwsnd.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwsnd.cpp': No such file or directory  
jfwscr.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwscr.cpp': No such file or directory  
jfwpow.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwpow.cpp': No such file or directory  
jfwpoke.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwpoke.cpp': No such file or directory  
jfwobj.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwobj.cpp': No such file or directory  
jfwmisc.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwmisc.cpp': No such file or directory  
jfwhook.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwhook.cpp': No such file or directory  
jfwgun.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwgun.cpp': No such file or directory  
jfwgame.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwgame.cpp': No such file or directory  
jfwdmg.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwdmg.cpp': No such file or directory  
jfwdef.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwdef.cpp': No such file or directory  
jfwcust.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\jfwcust.cpp': No such file or directory

Generating Code...

Compiling...

jfwcine.cpp

c1xx : fatal error C1083: Cannot open source file: '.\jfwcine.cpp': No such file or directory

gap.cpp

c1xx : fatal error C1083: Cannot open source file: '.\gap.cpp': No such file or directory

engine\_weap.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_weap.cpp': No such file or directory

engine\_threading.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_threading.cpp': No such file or directory

engine\_tdb.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_tdb.cpp': No such file or directory

engine\_string.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_string.cpp': No such file or directory

engine\_script.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_script.cpp': No such file or directory

engine\_pt.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_pt.cpp': No such file or directory

engine\_player.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_player.cpp': No such file or directory

engine\_phys.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_phys.cpp': No such file or directory

engine\_obj2.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_obj2.cpp': No such file or directory

engine\_obj.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_obj.cpp': No such file or directory

engine\_net.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_net.cpp': No such file or directory

engine\_math.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_math.cpp': No such file or directory

engine\_io.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_io.cpp': No such file or directory

engine\_game.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_game.cpp': No such file or directory

engine\_dmg.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_dmg.cpp': No such file or directory

engine\_diagnostics.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_diagnostics.cpp': No such file or directory

engine\_def.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_def.cpp': No such file or directory

engine\_common.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_common.cpp': No such file or directory

Generating Code...

Compiling...

engine\_bhs.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine\_bhs.cpp': No such file or directory

dllmain.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\dllmain.cpp': No such file or directory  
Dan.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\Dan.cpp': No such file or directory  
gmsettingsclass.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmsettingsclass.cpp': No such file or directory  
gmscripts.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmscripts.cpp': No such file or directory  
gmmain.cpp  
. \gmmain.cpp(16) : fatal error C1083: Cannot open include file: 'scripts.h': No such file or directory  
gmkeyhook.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmkeyhook.cpp': No such file or directory  
mgamelog.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\mgamelog.cpp': No such file or directory  
gmfunc.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmfunc.cpp': No such file or directory  
gmctf.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmctf.cpp': No such file or directory  
gmcrate.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmcrate.cpp': No such file or directory  
gmcommandclass.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\gmcommandclass.cpp': No such file or directory  
engine\_gm.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\engine\_gm.cpp': No such file or directory  
date.cpp  
c1xx : fatal error C1083: Cannot open source file: '.\date.cpp': No such file or directory  
Generating Code...  
Creating browse information file...  
Microsoft Browse Information Maintenance Utility Version 8.00.50727  
Copyright (C) Microsoft Corporation. All rights reserved.  
BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\date.sbr': No such file or directory

ok wtf?

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [Moggy](#) on Thu, 22 May 2008 06:06:07 GMT  
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I tried compiling the scripts myself but Ren crashes if I use the shaders.dll that comes out, it's also 1kB smaller than the normal one. Any ideas on what's the problem? No errors when compiling or anything and I followed the instructions...

Also: There doesn't seem to be a problem with scripts.dll, and it's also 1kB smaller.

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [MutateMeh](#) on Fri, 27 Jun 2008 17:33:36 GMT

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---

ok, i got 61 errors wtf,,, i send u my error raport

```
1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----
1>Compiling...
1>z.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>tfx.cpp
1>tda.cpp
1>survival.cpp
1>shawk.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>scud.cpp
1>scripts.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>scriptregistrar.cpp
1>scriptfactory.cpp
1>renalert2.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>renalert.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>reborn.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>ra_legacy.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>ra2.cpp
1>nhp.cpp
1>nh.cpp
1>neo.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>mmgr.cpp
1>mdbev.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>mdbdef.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
```

```
1>Generating Code...
1>Compiling...
1>mdb.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>kamuix.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>kak.cpp
1>jmgrp2.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwzone.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwws.cpp
1>jfwweap.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwveh.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwsnd.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwscr.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwpow.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwpoke.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwobj.cpp
1>jfwmisc.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwhook.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwgun.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwgame.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwdmg.cpp
```

```
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwdef.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>jfwcust.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>Generating Code...
1>Compiling...
1>jfwcine.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>gap.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_weap.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_threading.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_tdb.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_string.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_script.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_pt.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_player.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_phys.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_obj2.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_obj.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_net.cpp
1>c:\westwood\renegadefds\server\ssgm source\engine_common.h(17) : fatal error C1083:
```

Cannot open include file: 'windows.h': No such file or directory  
1>engine\_math.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>engine\_io.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>engine\_game.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>engine\_dmg.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>engine\_diagnostics.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>engine\_def.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>engine\_common.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>Generating Code...  
1>Compiling...  
1>engine\_bhs.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>dllmain.cpp  
1>.dllmain.cpp(15) : fatal error C1083: Cannot open include file: 'windows.h': No such file or  
directory  
1>dan.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>gmsettingsclass.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>gmscripts.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>gmmain.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>gmkeyhook.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory  
1>gmgameelog.cpp  
1>c:\westwood\renegadefds\server\ssgm source\engine\_common.h(17) : fatal error C1083:  
Cannot open include file: 'windows.h': No such file or directory

```
1>gmfunc.cpp
1>c:\westwood\renegade\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>gmctf.cpp
1>c:\westwood\renegade\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>gmcrate.cpp
1>c:\westwood\renegade\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>gmcommandclass.cpp
1>c:\westwood\renegade\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>engine_gm.cpp
1>c:\westwood\renegade\server\ssgm source\engine_common.h(17) : fatal error C1083:
Cannot open include file: 'windows.h': No such file or directory
1>date.cpp
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\engine_gm.sbr': No such file or
directory
1>Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/SSGM
Source/tmp/scripts/debug/BuildLog.htm"
1>SSGM - 61 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

ppl tell me i'missing files, but where i get 'em ?

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [danpaul88](#) on Thu, 10 Jul 2008 22:11:42 GMT  
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---

Try following the instructions in the first post, specifically the part about installing the platform SDK, which includes the links to download the required files!

---

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Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [a000clown](#) on Sat, 12 Jul 2008 08:58:13 GMT  
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---

Here's a list of links in case the ones from the first post lead nowhere.

Microsoft Visual Studio 2005 Express Editions  
(Download Visual C++ 2005)

The page also links to other things you might need.

Microsoft Platform SDK

Be sure to read the full instructions on the page.

DirectX SDK (August 2006)

And obviously follow the instructions previously posted by jonwil.

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Omar007](#) on Sat, 19 Jul 2008 10:31:00 GMT

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---

What if you have the Visual Studio C++ 2008 Express Edition??

Do i need the same programs or do i need others

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [zunnie](#) on Mon, 04 Aug 2008 17:31:34 GMT

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---

I installed the SDK 2006 and placed the Includes and Lib/x86 in VC Directories but i still get the error about failing to include d3d9.h

Anyone know what im doing wrong?

Thanks for the help

Like this is correct or not?:

<http://www.game-maps.net/staff/zunnie/untitled1.GIF>

Nevermind, fixed it now, i didnt select the correct option for the includes, oops. See image

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Ethenal](#) on Sun, 21 Sep 2008 21:44:11 GMT

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---

Are there any instructions anywhere on how to set it up for Visual Studio 2008?

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---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [gkl21](#) on Mon, 22 Sep 2008 03:50:48 GMT

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..

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [gkl21](#) on Mon, 22 Sep 2008 03:56:43 GMT

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---

Same setup instructions as before with a minor adjustment..

In engine\_common.cpp, change the following and recompile scripts.dll.

```
#if (_MSC_VER == 1400)
```

to

```
#if (_MSC_VER == 1500)
```

There are two instances.

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [saberhawk](#) on Mon, 22 Sep 2008 04:36:13 GMT

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---

gkl21 wrote on Sun, 21 September 2008 22:56 Same setup instructions as before with a minor adjustment..

In engine\_common.cpp, change the following and recompile scripts.dll.

```
#if (_MSC_VER == 1400)
```

to

```
#if (_MSC_VER == 1500)
```

There are two instances.

No.

You need to change them to #if (\_MSC\_VER >= 1400)

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Omar007](#) on Tue, 07 Oct 2008 19:06:12 GMT

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---

That is also what Roshambo told me but i just went back to 2005.

Works even better for me

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Dave Anderson](#) on Thu, 06 Nov 2008 05:39:09 GMT

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Building scripts.dll on vs2008: <http://forums.dcomproductions.net/viewtopic.php?f=46&t=851>

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [C C\\_guy](#) on Thu, 06 Nov 2008 08:41:48 GMT

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Um, your link dont work dave.

---

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Ethenal](#) on Wed, 24 Dec 2008 15:30:11 GMT

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C C\_guy wrote on Thu, 06 November 2008 02:41Um, your link dont work dave.

<http://dcomproductions.com/forums/viewtopic.php?f=46&t=851>

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [GT41](#) on Tue, 17 Feb 2009 03:34:29 GMT

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---

since that i see this topic i decided to have a go. It is worth learning if you can. i got 3 errors not sure why. anyone know?

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

```
1>Linking...
```

```
1>Searching libraries
```

```
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2_32.lib:
```

```

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1>Finished searching libraries
1> Creating library .\bin\debug\scripts.lib and object .\bin\debug\scripts.exp
1>Searching libraries
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1>Finished searching libraries
1>Searching libraries
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1>Finished searching libraries
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>scripts.dll : fatal error LNK1120: 2 unresolved externals
1>Build log was saved at "file:///c:/Documents and Settings/Dean/Desktop/SSGM Source/SSGM
Source/tmp/scripts/debug/BuildLog.htm"

```

1>SSGM - 3 error(s), 0 warning(s)

===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [saberhawk](#) on Thu, 19 Feb 2009 00:56:55 GMT

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---

GT41 wrote on Mon, 16 February 2009 22:34 since that i see this topic i decided to have a go. It is worth learning if you can. i got 3 errors not sure why. anyone know?

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

1>Linking...

1>Searching libraries

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2\_32.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:  
1> Searching except.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2\_32.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:  
1> Searching except.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2\_32.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:

1>Finished searching libraries

1> Creating library .\bin\debug\scripts.lib and object .\bin\debug\scripts.exp

1>Searching libraries

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2\_32.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:  
1> Searching except.lib:

1>Finished searching libraries

1>Searching libraries

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\ws2\_32.lib:  
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0A\Lib\user32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:  
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:

```
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1>Finished searching libraries
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>scripts.dll : fatal error LNK1120: 2 unresolved externals
1>Build log was saved at "file://c:\Documents and Settings\Dean\Desktop\SSGM Source\SSGM
Source\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 3 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

You didn't install the platform SDK correctly, be sure to follow *\*all\** the steps.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [GT41](#) on Thu, 19 Feb 2009 03:40:19 GMT  
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---

ahh thanks alot i realised i missed out a part in it lol works now ^^

```
1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----
1>Linking...
1>Searching libraries
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winpool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
```

```
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:
1>Finished searching libraries
1> Creating library .\bin\debug/scripts.lib and object .\bin\debug/scripts.exp
1>Searching libraries
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1>Finished searching libraries
1>Searching libraries
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
```

```
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:
1>Finished searching libraries
1>Embedding manifest...
1>Build log was saved at "file:///c:/Documents and Settings\Dean\Desktop\SSGM Source\SSGM
Source\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 0 error(s), 0 warning(s)
===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped =====
```

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll  
Posted by [Darknes2](#) on Sat, 18 Apr 2009 06:17:06 GMT  
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---

```
>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>scripts.dll : fatal error LNK1120: 2 unresolved externals
```

[EDIT]  
sorry didnt see that was already fixed for someone LOL :S

[EDIT #2]

sorry but i STILL can't get this to work!

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [snazy2000](#) on Sat, 18 Apr 2009 15:00:10 GMT

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Dean20056](#) on Sat, 09 May 2009 19:57:20 GMT

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a000clown wrote on Sat, 12 July 2008 03:58 Here's a list of links in case the ones from the first post lead nowhere.

Microsoft Visual Studio 2005 Express Editions

(Download Visual C++ 2005)

The page also links to other things you might need.

Microsoft Platform SDK

Be sure to read the full instructions on the page.

DirectX SDK (August 2006)

And obviously follow the instructions previously posted by jonwil.

I installed this once before and got it working but the second link which had the instructions of what to add to the options section now goes to the microsoft main page to download c++ 2008 and i cant find the instructions again does anyone know where they moved to?

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Cooookie](#) on Tue, 12 May 2009 18:31:06 GMT

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WoW Thank You A Lot This Is Really Helping Me Your The Best!

COOOOKIE RULES!! NEVER DOUBT ME/HIM!!!!!!!!!!

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [MGamer](#) on Tue, 12 May 2009 20:15:12 GMT

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [ErroR](#) on Thu, 02 Jul 2009 11:48:58 GMT

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---

I tried the x64 and it says that it's not compatible, i also tried the x86 and it just freezes. So i got the express edition, but it seems i can't open dlls with it. Any help?

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [mrÃ&Auml;Å&Sj&Auml;-z](#) on Sat, 04 Jul 2009 11:08:56 GMT

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---

You cant open DLL's

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [ErroR](#) on Sat, 04 Jul 2009 11:12:21 GMT

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---

yah, i know now, but i can open source for them right?

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Omar007](#) on Sun, 05 Jul 2009 10:15:09 GMT

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---

ErroR wrote on Sat, 04 July 2009 13:12yah, i know now, but i can open source for them right?  
If you have the source files you can open them.

You could even open them with notepad but compiling wouldnt really work on notepad

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [ErroR](#) on Sun, 05 Jul 2009 11:09:56 GMT

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Omar007 wrote on Sun, 05 July 2009 13:15ErroR wrote on Sat, 04 July 2009 13:12yah, i know now, but i can open source for them right?  
If you have the source files you can open them.

---

You could even open them with notepad but compiling wouldnt really work on notepad  
i tried it already and yes there is the source here and in many other places

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Vaati19](#) on Wed, 12 Aug 2009 13:43:11 GMT

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I found the Visual C++ 2005 Express version if you are interested

<a href="http://go.microsoft.com/fwlink/?LinkId=51410&clcid=0x409" target="Visual C++ 2005 Express"></a>

---

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Catalyst](#) on Sat, 26 Dec 2009 16:07:15 GMT

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just an FYI to anybody who wants to learn ;o

<http://msdn.microsoft.com/en-us/library/ms235626%28VS.80%29.aspx> << This is the document to  
intergrate the Platform SDK with Express C++

[http://download.microsoft.com/download/8/3/a/83aad8f9-38ba-4503-b3cd-ba28c360c27  
b/ENU/vcsetup.exe](http://download.microsoft.com/download/8/3/a/83aad8f9-38ba-4503-b3cd-ba28c360c27b/ENU/vcsetup.exe) << Visual C++ Express 2005

[http://download.microsoft.com/download/a/5/f/a5f0d781-e201-4ab6-8c6a-9bb4efed1e1  
a/PSDK-x86.exe](http://download.microsoft.com/download/a/5/f/a5f0d781-e201-4ab6-8c6a-9bb4efed1e1a/PSDK-x86.exe) << Platform SDK for x86

[http://download.microsoft.com/download/9/e/5/9e5bfc66-a621-4e0d-8bfe-6688058c3f0  
0/dxsdk\\_aug2006.exe](http://download.microsoft.com/download/9/e/5/9e5bfc66-a621-4e0d-8bfe-6688058c3f00/dxsdk_aug2006.exe) << DirectX SDK

~Catalyst.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Ethenal](#) on Mon, 03 May 2010 16:24:40 GMT

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---

Has anybody managed to compile scripts on VS 2010 yet? I attempted it, but got all sorts of weird  
errors... someone posted about it on dcomproductions, but they seem to have disappeared now...

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [C C\\_guy](#) on Thu, 08 Jul 2010 18:51:18 GMT

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Saberhawk wrote on Sat, 08 March 2008 21:22 Then you don't have your SDK path setup properly.

Using Visual C++ 2005 Express Edition with the Microsoft Platform SDK

By Brian Johnson,  
Microsoft Corporation

You can use Visual C++ Express to build powerful .NET Framework applications immediately after installation. In order to use Visual C++ Express to build Win32 applications, you'll need to take just a few more steps. I'll list the steps necessary for building Win32 applications using Visual C++ Express.

Step 1: Install Visual C++ Express.

If you haven't done so already, install Visual C++ Express.

Step 2: Install the Microsoft Platform SDK.

Install the Platform SDK over the Web from the Download Center. Follow the instructions and install the SDK for the x86 platform.

Step 3: Update the Visual C++ directories in the Projects and Solutions section in the Options dialog box.

Add the paths to the appropriate subsection:

Executable files: C:\Program Files\Microsoft Platform SDK for Windows Server 2003 R2\Bin

Include files: C:\Program Files\Microsoft Platform SDK for Windows Server 2003 R2\Include

Library files: C:\Program Files\Microsoft Platform SDK for Windows Server 2003 R2\Lib

Note: Alternatively, you can update the Visual C++ Directories by modifying the VCProjectEngine.dll.Express.config file located in the \vc\vcpackages subdirectory of the Visual C++ Express install location. Please make sure that you also delete the file "vccomponents.dat" located in the "%USERPROFILE%\Local Settings\Application Data\Microsoft\VCExpress\8.0" if it exists before restarting Visual C++ Express Edition.

Step 4: Update the corewin\_express.vsprops file.

One more step is needed to make the Win32 template work in Visual C++ Express. You need to edit the corewin\_express.vsprops file (found in C:\Program Files\Microsoft Visual Studio 8\VC\VCProjectDefaults) and

Change the string that reads:

```
AdditionalDependencies="kernel32.lib"
```

to

```
AdditionalDependencies="kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib  
shell32.lib ole32.lib oleaut32.lib uuid.lib"
```

Step 5: Generate and build a Win32 application to test your paths.

In Visual C++ Express, the Win32 Windows Application type is disabled in the Win32 Application Wizard. To enable that type, you need to edit the file AppSettings.htm file located in the folder "%ProgramFiles%\Microsoft Visual Studio 8\VC\VCWizards\AppWiz\Generic\Application\html\1033\".

In a text editor comment out lines 441 - 444 by putting a // in front of them as shown here:

```
// WIN_APP.disabled = true;  
// WIN_APP_LABEL.disabled = true;  
// DLL_APP.disabled = true;  
// DLL_APP_LABEL.disabled = true;
```

Save and close the file and open Visual C++ Express.

From the File menu, click New Project. In the New Project dialog box, expand the Visual C++ node in the Product Types tree and then click Win32. Click on the Win32 Console Application template and then give your project a name and click OK. In the Win32 Application Wizard dialog box, make sure that Windows application is selected as the Application type and the ATL is not selected. Click the Finish button to generate the project.

As a final step, test your project by clicking the Start button in the IDE or by pressing F5. Your Win32 application should build and run.

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [halo2pac](#) on Tue, 03 Aug 2010 03:20:00 GMT

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---

This should be added to the first post since every time I reinstall my computer I forget this:

FOR ALL THOSE WHO ARE HAVING THE:

"error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed"

ERROR, SELECT "RELEASE" FROM THE DROPDOWN BOX AT THE TOP OF VC++.

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Ethenal](#) on Tue, 03 Aug 2010 22:26:13 GMT

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---

halo2pac wrote on Mon, 02 August 2010 22:20 This should be added to the first post since every time I reinstall my computer I forget this:

FOR ALL THOSE WHO ARE HAVING THE:

"error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed"

ERROR, SELECT "RELEASE" FROM THE DROPDOWN BOX AT THE TOP OF VC++.

Never seen that... but that solution removes the possibility of a debug build. What if you want one?

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [danpaul88](#) on Fri, 13 Aug 2010 14:12:30 GMT

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---

halo2pac wrote on Tue, 03 August 2010 04:20 This should be added to the first post since every time I reinstall my computer I forget this:

FOR ALL THOSE WHO ARE HAVING THE:

"error C2733: second C linkage of overloaded function '\_interlockedbittestandset' not allowed"

ERROR, SELECT "RELEASE" FROM THE DROPDOWN BOX AT THE TOP OF VC++.

Did you try doing a Rebuild All instead of just a Build? That would most likely solve the issue while still allowing you to compile debug builds.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [halo2pac](#) on Fri, 20 Aug 2010 23:07:22 GMT

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---

Also VC++ Express isnt readily available without hunting for it. So I have found the link from Microsoft for it:

VC++ 2005.

<http://go.microsoft.com/fwlink/?linkid=57034>

and for some reason VC++ 2008 and 2010 crap out on me and wont compile even though I have followed the instructions and I have done this 10 times before.

---

---

Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [zunnie](#) on Tue, 21 Sep 2010 11:00:28 GMT

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---

Does anyone know how to configure VS2010 for compiling scripts 3.4.4?

---

---

**Subject: Re: How to set up a build environment for compiling the scripts.dll**  
Posted by [Omar007](#) on Tue, 21 Sep 2010 11:04:20 GMT

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---

zunnie wrote on Tue, 21 September 2010 13:00Does anyone know how to configure VS2010 for compiling scripts 3.4.4?

I'm running it on VS2010. I don't recall exactly how i did it but i had the same configuration as Saberhawk put somewhere.

That project should be around somewhere in this section

---

---

**Subject: Re: How to set up a build environment for compiling the scripts.dll**  
Posted by [cAmpa](#) on Sun, 10 Oct 2010 15:00:22 GMT

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---

Quote:1>except.lib(unhandld.obj) : error LNK2019: Verweis auf nicht aufgelöstes externes Symbol "\_\_decode\_pointer" in Funktion ""long \_\_stdcall \_\_CxxUnhandledExceptionFilter(struct \_EXCEPTION\_POINTERS \*)" (?\_\_CxxUnhandledExceptionFilter@@YGJPAU\_EXCEPTION\_POINTERS@@@Z)".  
1>except.lib(unhandld.obj) : error LNK2019: Verweis auf nicht aufgelöstes externes Symbol "\_\_encode\_pointer" in Funktion ""int \_\_cdecl \_\_CxxSetUnhandledExceptionFilter(void)" (?\_\_CxxSetUnhandledExceptionFilter@@YAHXZ)".

Any idea how to fix this?

The problem comes with VS2010, 2008 worked fine.

---

---

**Subject: Re: How to set up a build environment for compiling the scripts.dll**  
Posted by [Omar007](#) on Sun, 10 Oct 2010 18:28:13 GMT

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---

Remove except.lib stuff from the project  
(and calls to it)

---

---

**Subject: Re: How to set up a build environment for compiling the scripts.dll**  
Posted by [GraYaSDF](#) on Wed, 13 Oct 2010 17:41:20 GMT

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---

Sorry, but I can't find Microsoft Visual Studio 2005 Professional or Express, I only have VS2008

---

Pro, can you give me a link for old VS2005?

In Visual Studio 2008 it send me an error:

```
1>dllmain.obj : error LNK2019: unresolved external symbol "int __cdecl
__CxxSetUnhandledExceptionFilter(void)" (?__CxxSetUnhandledExceptionFilter@@YAHXZ)
referenced in function _NotifyHookUnhandledExceptionFilter
1>.\bin\debug\scripts.dll : fatal error LNK1120: 1 unresolved externals
```

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [danpaul88](#) on Wed, 13 Oct 2010 18:27:25 GMT

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Have you installed the platform SDK and setup the VS paths as outlined in the first post? The source for 3.4.4 should compile fine in VS2008 without any modifications IIRC.

EDIT;

Also, five posts before yours someone ALREADY linked to VS2005. Next time try reading the topic before asking for something thats already been posted.

<http://go.microsoft.com/fwlink/?linkid=57034> (Credit to halo2pac for finding this URL)

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [GraYaSDF](#) on Wed, 13 Oct 2010 21:27:13 GMT

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Problem is solved, thk to Omar007 and my brother. Danpaul88, strangely, maybe, I hastened to reply, sorry again.

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [Gen\\_Blacky](#) on Mon, 06 Dec 2010 05:36:00 GMT

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GraYaSDF wrote on Wed, 13 October 2010 16:27 Problem is solved, thk to Omar007 and my brother. Danpaul88, strangely, maybe, I hastened to reply, sorry again.

what compiler seating did you change for vs 2008 or what ever you have. I have the same error with a old source code compile in 2005 forgot what i need to change.

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [\\_SSnipe\\_](#) on Tue, 26 Apr 2011 18:49:49 GMT

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What about VS2010?

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [zunnie](#) on Tue, 26 Apr 2011 19:00:50 GMT

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<http://forums.mp-gaming.com/index.php?showtopic=11614> VS2010 projects

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Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [jonwil](#) on Sun, 31 May 2015 05:56:30 GMT

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I think these instructions (which are years out of date) need to be unsticked in favor of a new set of instructions showing how to compile scripts 4.x

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