Subject: C++. Need help.
Posted by HeavyX101- Left on Thu, 12 Jun 2008 15:00:47 GMT
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Today i was doing something on c++ and that thing didnt work. Then i deleted that code and stuff and then a builded the project and got errors. Then i tried to uninstall the SSGM source and then try again. No, the errors still show up even if i unstall the source.
These are the errors:

Quote:gmcommandclass.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmcrate.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmctf.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmfunc.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmgamelog.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmkeyhook.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmsettingsclass.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
dllmain.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj

Subject: Re: C++. Need help.
Posted by reborn on Thu, 12 Jun 2008 15:07:51 GMT
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I think you're confusing Get_Value and GetValue from two different releases on the forum. I honestly think you might be better off trying something easier first. I am by no means one to preach to others, but I know I started off allot smaller then some of the tasks you want to take on. Just be patient and you'll get better.

Subject: Re: C++. Need help.
Posted by HeavyX101- Left on Thu, 12 Jun 2008 15:46:41 GMT
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I'm getting better but i cant seem to fix that error. Do you know how to fix it?

Subject: Re: C++. Need help.
Posted by jnz on Thu, 12 Jun 2008 15:56:31 GMT

It means the function GetValue isn't defined anywhere in the code.

Subject: Re: C++. Need help.
Posted by reborn on Thu, 12 Jun 2008 16:04:57 GMT

I'm pretty sure he is trying to call this function:

```
float GetValue(const char* Preset) {
 float VehValue = 0;

if (stricmp(Preset,"test") == 0) VehValue = 1;
else if (stricmp(Preset,"GDI Harvester MP2") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Harverster MP") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Titan") == 0) VehValue = 700;
else if (stricmp(Preset,"GDI Wolverine") == 0) VehValue = 300;
else if (stricmp(Preset,"GDI Orca") == 0) VehValue = 500;
else if (stricmp(Preset,"GDI Orca Bomber") == 0) VehValue = 500;
else if (stricmp(Preset,"NOD Harverster MP") == 0) VehValue = 300;
else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;
else if (stricmp(Preset,"Nod TickTank") == 0) VehValue = 525;
else if (stricmp(Preset,"Nod Buggy") == 0) VehValue = 200;
else if (stricmp(Preset,"GDI Titan TS") == 0) VehValue = 600;
else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;
else if (stricmp(Preset,"Nod Buggy TS") == 0) VehValue = 250;

 return VehValue;
}
```

But he seems to be getting really confused.

Subject: Re: C++. Need help.
Posted by HeavyX101- Left on Thu, 12 Jun 2008 16:13:48 GMT

NOO. Guys, i ve uninstaller every thing and i'm using a new ssgm source. But i tested the new ssgm source and i get those errors when i'm trying to build it.

Subject: Re: C++. Need help.
Posted by cnc95fan on Thu, 12 Jun 2008 16:20:29 GMT

Are your librarys linked..?

Subject: Re: C++. Need help.
Posted by HeavyX101- Left on Thu, 12 Jun 2008 16:43:59 GMT
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Idk, but i have done this part.
 http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2 3839

Subject: Re: C++. Need help.
Posted by mrÃ£Ã§Ä·z   on Thu, 12 Jun 2008 19:22:31 GMT
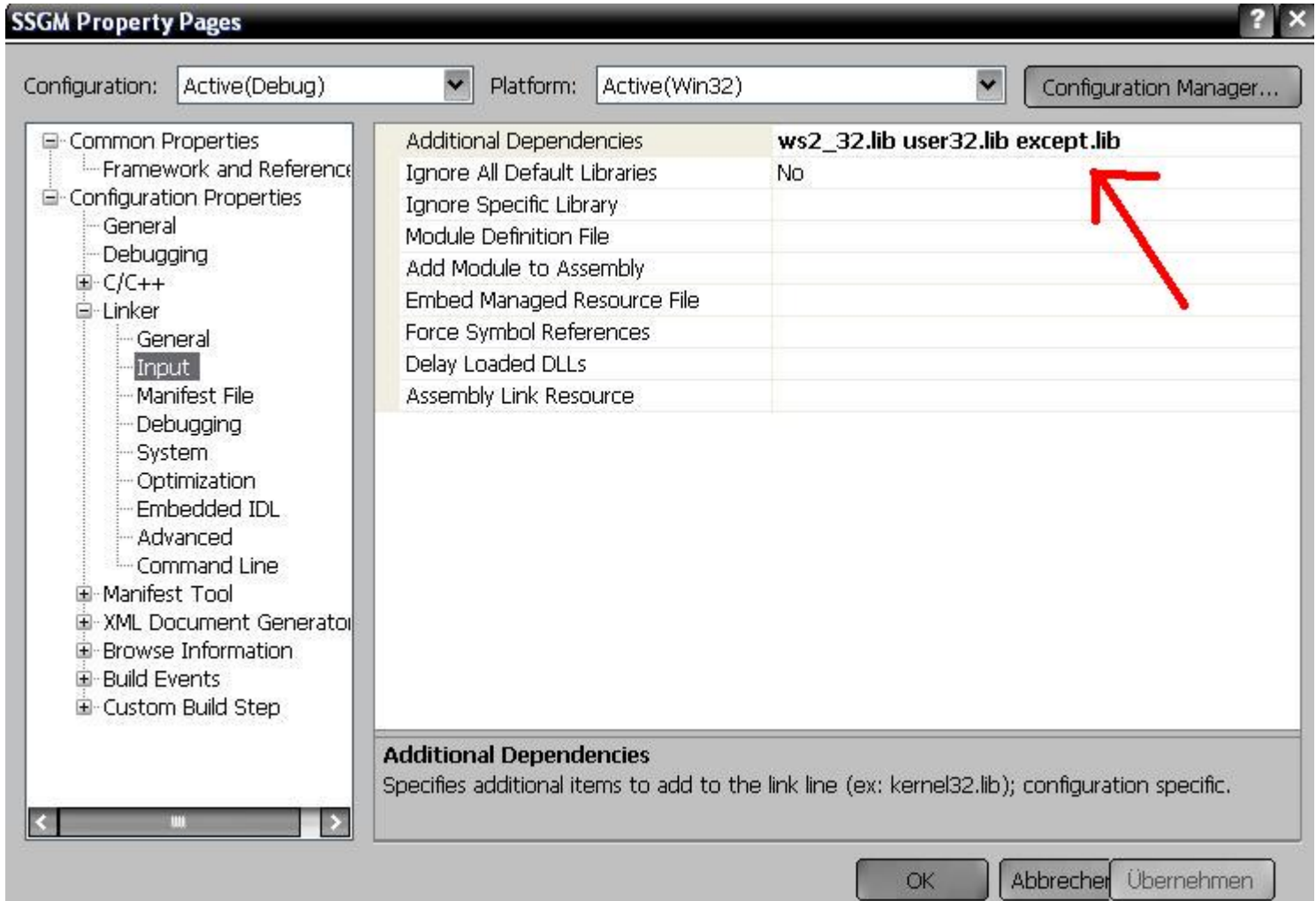View Forum Message <> Reply to Message

Goto:

Project -> SSGM Prperties -> Configuration Properties -> Linker -> Input

Then add Except.lib. It should look like here:

File Attachments
1) SSGM.JPG, downloaded 324 times

SSGM Property Pages

Configuration: Active(Debug) ▾ Platform: Active(Win32) ▾ Configuration Manager...

- Common Properties
  - Framework and Reference
- Configuration Properties
  - General
  - Debugging
  - ⊞ C/C++
  - ⊟ Linker
    - General
    - **Input**
    - Manifest File
    - Debugging
    - System
    - Optimization
    - Embedded IDL
    - Advanced
    - Command Line
  - ⊞ Manifest Tool
  - ⊞ XML Document Generator
  - ⊞ Browse Information
  - ⊞ Build Events
  - ⊞ Custom Build Step

Additional Dependencies	**ws2_32.lib user32.lib except.lib**
Ignore All Default Libraries	No
Ignore Specific Library	
Module Definition File	
Add Module to Assembly	
Embed Managed Resource File	
Force Symbol References	
Delay Loaded DLLs	
Assembly Link Resource	

Additional Dependencies
Specifies additional items to add to the link line (ex: kernel32.lib); configuration specific.

OK   Abbrechen   Übernehmen

Subject: Re: C++. Need help.
Posted by cnc95fan on Thu, 12 Jun 2008 19:29:41 GMT
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Yes, you probably installed them wrong. Also, it's ironic how your brother is asking to rejoin BFD. Though.. I'm not sure we will let him.