
Subject: i tried to compile scripts well ssgm scripts but it keeps getting a ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 22:35:56 GMT

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

it is set up how the topic about compileing says to but it still gets a ERROR

anyone know how i can fix it

File Attachments

1) [ERROR.PNG](#), downloaded 219 times



PSDK-x



dxsdk_a

SSGM - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help

Debug Win32 Iroshan

Solution Explorer - Sol...

- Solution 'SSGM' (1 project)
 - SSGM
 - Resource Files
 - Scripts Header Files
 - Scripts Source Files
 - SSGM Header Files
 - SSGM Source Files
 - date.cpp
 - engine_gm.cpp
 - gmcommandclass.cpp
 - gmcrate.cpp
 - gmctf.cpp
 - gmfunc.cpp
 - gmgameobj.cpp
 - gmkeyhook.cpp
 - gmmain.cpp
 - gmscripts.cpp
 - gmsettingsclass.cpp

gmmain.cpp Start Page

(Global Scope)

```

    }
};
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandReg(
);
class C4ChatCommand : public ChatCommandClass {
    void Triggered(int ID, const TokenClass &Text, int ChatType) {
        Do_C4_Command(Get_GameObj(ID));
    }
};
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4");
class roshanboChatCommand : public ChatCommandClass {
    void Triggered(int ID, const TokenClass &Text, int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        if(!Is_Building_Dead(Find_Soldier_Factory(0)))
        {
            if(Credits >= 6250 && (Team == 0) ){
                Commands->Give_Money(obj, -6250, false);
            }
            char message[256];
            sprintf(message, "msg [WGC]: %s Bought Roshambo", Get_Player_Name(obj));
            Console_Input(message);
            Change_Character(obj, "Mutant_3Boss_Raveshaw");
            Commands->Give_Powerup(obj, "POW_Shotgun_Player", false);
            Commands->Give_Powerup(obj, "POW_Pistol_Player", false);
            Commands->Give_Powerup(obj, "POW_AutoRifle_Player", false);
        }
    }
};

```

Output

Show output from: Build

```

Copyright (C) Microsoft Corporation. All rights reserved.
BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or directory
Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/tmp/scripts/debug/BuildLog.htm"
SSGM - 2 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

```

Build failed

2) [error1.PNG](#), downloaded 207 times

File Edit View Favorites Tools Help

Back

SSGM - Visual C++ 2005 Express Edition

Address

File Edit View Build Debug Tools Window Community Help

PSD

Debug Win32 Iroshan

dxscl

Solution Explorer - Sol... X

Solution 'SSGM' (1 project)

- SSGM
 - Resource Files
 - Scripts Header Files
 - Scripts Source Files
 - SSGM Header Files
 - SSGM Source Files
 - date.cpp
 - engine_gm.cpp
 - gmcommandclass.cpp
 - gmcrate.cpp
 - gmctf.cpp
 - gmfunc.cpp
 - gmgameobj.cpp
 - gmkeyhook.cpp
 - gmmain.cpp
 - gmscripts.cpp
 - gmsettingsclass.cpp

gmmain.cpp Start Page

(Global Scope)

```

    }
};
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandReg(
);
class C4ChatCommand : public ChatCommandClass {
    void Triggered(int ID, const TokenClass &Text, int ChatType) {
        Do_C4_Command(Get_GameObj(ID));
    }
};
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4");
class roshamboChatCommand : public ChatCommandClass {
    void Triggered(int ID, const TokenClass &Text, int ChatType) {
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        if(!Is_Building_Dead(Find_Soldier_Factory(0)))
        {
            if(Credits >= 6250 && (Team == 0)) {
                Commands->Give_Money(obj, -6250, false);
            }
            char message[256];
            sprintf(message, "msg [WGC]: %s Bought Roshambo", Get_Player_Name(obj));
            Console_Input(message);
            Change_Character(obj, "Mutant_3Boss_Raveshaw");
            Commands->Give_Powerup(obj, "POW_Shotgun_Player", false);
            Commands->Give_Powerup(obj, "POW_Pistol_Player", false);
            Commands->Give_Powerup(obj, "POW_AutoRifle_Player", false);

```

Error List

2 Errors
0 Warnings
0 Messages

	Description
1	fatal error C1083: Cannot open include file: 'windows.h': No such file or directory
2	error BK1506 : cannot open file '!.\tmp\scripts\debug\gmmain.sbr': No such file or directory

Error List

Ready

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [cnc95fan](#) on Sun, 29 Jun 2008 22:40:42 GMT

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

You know what is really funny about this?

Quote:

18/06/2008 21:28:17 [FW][BI]cnc95fan RoShamBo You do realise the code that Ferkhat is using is copied from people like you?

18/06/2008 21:28:28 RoShamBo [FW][BI]cnc95fan yep

These are logs from part of a chat I had with RoShamBo.

Note in the screen the phrase !RoShamBo is searched for.

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 22:44:45 GMT

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

what you mean

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [HeavyX101- Left](#) on Sun, 29 Jun 2008 22:54:38 GMT

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

cnc95fan wrote on Sun, 29 June 2008 18:40 You know what is really funny about this?

Quote:

18/06/2008 21:28:17 [FW][BI]cnc95fan RoShamBo You do realise the code that Ferkhat is using is copied from people like you?

18/06/2008 21:28:28 RoShamBo [FW][BI]cnc95fan yep

These are logs from part of a chat I had with RoShamBo.

Note in the screen the phrase !RoShamBo is searched for.

cnc95fan, it is not a secret by the way. I do copy some stuff from people. But it is not

"Copy+Paste" , i just re write them in my code so it would help me remember some stuff and learn some stuff.

And, if roshambo gives them out to public, then it means i could use it. YOU GOT ANY OTHER THINGS TO SAY?

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [saberhawk](#) on Sun, 29 Jun 2008 22:56:37 GMT

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

Protip: Install the Platform SDK/Windows SDK properly, see instructions for compiling scripts.dll

(sticky in this forum)

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 23:10:37 GMT

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

i did read the instructions and i have already installed PSDK and i have set it all up

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a ERROR

Posted by [saberhawk](#) on Sun, 29 Jun 2008 23:13:58 GMT

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

cpjok wrote on Sun, 29 June 2008 18:10i did read the instructions and i have already installed PSDK and i have set it all up

It's not properly installed, or otherwise windows.h would be in your include path and those errors would not be occurring.

EDIT: Follow the instructions at <http://www.microsoft.com/express/2005/platformsdk/default.aspx>

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 23:40:18 GMT

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

ok it says update this file

corewin_express.vsprops

but how do i do that i dont know how to change strings on it

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a ERROR

Posted by [saberhawk](#) on Sun, 29 Jun 2008 23:41:44 GMT

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

Did you do all the steps before it? If so, your compile should work now.

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 23:44:26 GMT

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

yes i did but i am stuck on step 4 were i gotta edit that file

EDIT: and nope it dosent compile still

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 23:52:47 GMT

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

ok i got it working it now compiles thanx for help

Subject: Re: i tried to compile scripts well ssgm scripts but it keeps getting a
ERROR

Posted by [wittebolx](#) on Mon, 30 Jun 2008 01:47:35 GMT

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

about the code....

did you notice the tag [WGC] ?? (WittebolX Gaming Community)

also i created the character !ROSHAMBO almost a year ago, it was a thank you to roshambo
(daniel) for making the LuaPlugin.

so daniel didnt released this code, i did.

anyway good luck with scripting
