
Subject: Debugging scripts.dll
Posted by [Ethenal](#) on Sun, 06 Jan 2013 23:12:11 GMT
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Hi, I apologize if this belongs in the Mod forum, but this IS the TT scripts.dll I'm trying to compile so...

Anyway, I can't seem to compile scripts.dll in debug mode any longer. Evidently it's due to a macro redefining the new operator which seems to cause some syntax errors (I recall "SetThreadTracking" being involved). However, iran said you can no longer compile scripts in debug mode period, so maybe I just missed the memo.

The main and more important part of my question is that I used to know how to get Visual Studio to attach to the FDS and allow me to debug scripts, but I can no longer do it. As far as I'm aware, the only way to get symbols in Visual Studio code is to compile in debug mode, unlike GCC which compiles in all symbols by default. Part of the dilemma I am facing here is that I can't compile in debug mode, and the other part is that I can't remember how to attach the debugger to server.dat.

Some help would be greatly appreciated here. Figuring this out would help me out tremendously. Thanks in advance!

Subject: Re: Debugging scripts.dll
Posted by [ViPeaX](#) on Mon, 07 Jan 2013 00:02:37 GMT
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What's wrong with Linker -> Debugging -> Generate Debug Info [Yes] aka /DEBUG syntax.

Subject: Re: Debugging scripts.dll
Posted by [danpaul88](#) on Mon, 07 Jan 2013 00:52:07 GMT
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Debug compiles fine for me, so I guess the publicly released source is missing something to allow it to compile... can you post the output from Visual Studio? Maybe we can figure it out...

(Unless jonwil has done it deliberately anyway... or it's due to something we *can't* release...)

Subject: Re: Debugging scripts.dll
Posted by [StealthEye](#) on Mon, 07 Jan 2013 07:11:05 GMT
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What danpaul said. As for attaching, you can set the scripts.dll project as startup project and configure its debugging options (right click the project in the solution explorer, click properties and go to the "debugging" page or something similar, I am in the train right now and cannot check it.) Alternatively, you can go to "attach to process" from the "debugging" menu. As a side note, I

recommend setting the RENSERVERTHOPATH or REN_SERVER_PATH or similar environment var so that compiled .dlls are copied there automatically after compiling.

As for debugging info, the MSVC++ compiler normally does not store symbols in the executable, instead they are in the .pdb. The .pdb, in our settings, is generated for both debug and release mode builds, but release mode symbols are less reliable due to optimization shuffling things around.

Subject: Re: Debugging scripts.dll

Posted by [Ethenal](#) on Mon, 07 Jan 2013 10:29:49 GMT

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Quote:2> engine_da.cpp

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(598): error C2544: expected ')' for operator '()'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(598): error C2065: '()' : undeclared identifier

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(598): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(598): error C2059: syntax error : ')'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(598): error C2059: syntax error : ';' ;

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(603): error C2544: expected ')' for operator '()'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(603): error C2065: '()' : undeclared identifier

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(603): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(603): error C2059: syntax error : ')'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(603): error C2059: syntax error : ';' ;

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(1147): error C2544: expected ')' for operator '()'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(1147): error C2065: '()' : undeclared identifier

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(1147): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(1147): error C2059: syntax error : ')'

2>c:\users\will\documents\dragonade\source\scripts\engine_da.cpp(1147): error C2059: syntax error : ';' ;

This is my Dragonade source, but these error messages are quite similar to the ones from stock 4.0 scripts. I will compile my regular scripts and edit this post in just a moment.

EDIT: Well fuck guys, I thought for sure I had this issue in regular scripts but it just compiled fine in both Debug SSGM and Debug. Evidently this is one for Whitedragon. I'll either hope that WD sees this or make a post in the Mod forum. Thanks for the help!

Subject: Re: Debugging scripts.dll
Posted by [robbyke](#) on Wed, 09 Jan 2013 18:50:56 GMT
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eh dude, as far as i can see is everything just on big syntax error meaning you just messed up something with the ; and (or)

read your code

on lines 598,603,1147 or next time double click the error that should prob solve your problem unless you get even more errors that arent syntax

Subject: Re: Debugging scripts.dll
Posted by [Ethenal](#) on Thu, 10 Jan 2013 05:40:19 GMT
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Error from freshly unzipped DA1.0.1 zip:

Quote:2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(598): error C2544: expected ')' for operator '()'

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(598): error C2065: '()' : undeclared identifier

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(598): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(598): error C2059: syntax error : ')'

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(598): error C2059: syntax error : ','

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(603): error C2544: expected ')' for operator '()'

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(603): error C2065: '()' : undeclared identifier

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2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(603): error C2059: syntax error : ','

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(1147): error C2544: expected ')' for operator '()'

2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(1147): error C2065: '()' : undeclared identifier

```
2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(1147): error C2146: syntax error :  
missing ';' before identifier 'SetThreadTrackingInformation'  
2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(1147): error C2059: syntax error :  
)'  
2>c:\westwood\renegade stuff\da\source\scripts\engine_da.cpp(1147): error C2059: syntax error :  
,'
```

That's a negative ghostrider

Subject: Re: Debugging scripts.dll
Posted by [Whitedragon](#) on Thu, 10 Jan 2013 08:38:12 GMT
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For the moment you can just comment out the contents of the two functions that give those errors.
I'll see about a proper fix for it.

Subject: Re: Debugging scripts.dll
Posted by [Ethenal](#) on Thu, 10 Jan 2013 08:40:34 GMT
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Thanks WD, you rock! (and so does Dragonade)

Subject: Re: Debugging scripts.dll
Posted by [Whitedragon](#) on Sat, 12 Jan 2013 05:47:48 GMT
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Updated the download with a fix.
