Posted by EA-DamageEverything on Wed, 24 May 2006 00:45:08 GMT
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jonwil wrote on Tue, 23 May 2006 12:46you want Microsoft Visual C++ .NET 2003....you select "compile" from the menu and it will produce a new scripts.dllI have worked for approx. 2 hours now on it.

I am using MS Visual Studio 8 (MS Visual C++ 2005 express Edition) and I have NO scripts being outputted into the dir.

This is what I got= "Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_DEPRECATE. See online help for details.'
.\crate.cpp(724) : warning C4996: 'sprintf' was declared deprecated" I don't know what it means with sprintf...

I put all the source files EXCEPT the DLLs into a new dir and followed your instructions Jonwil. But it didn't put out/modified the scripts.dll.

the file crate.cpp is know duplicated to a crate.sbr file in a sub-dir "Releases".

Please tell me my mistakes I made. Sorry, i thought it would be simple editing a DLL.

I'm going to bed now, cya tomorrow.

File Attachments
1) compile.jpg, downloaded 205 times

scripts - Visual C++ 2005 Express Edition

File   Edit   View   Project   Build   Debug   Tools   Window   Community   Help

Debug   ▼   Win32   ▼

Build menu (open):
- Build Solution   F7
- Rebuild Solution   Ctrl+Alt+F7
- Clean Solution
- Build scripts
- Rebuild scripts
- Clean scripts
- Project Only   ▶
- Batch Build...
- Configuration Manager...
- Compile   Ctrl+F7

Solution Explorer - Solution 's...

- Solution 'scripts' (2 projects)
  - keycfg
  - **scripts**
    - Header Files
    - Resource Files
    - Source Files
      - AOW.cpp
      - crate.cpp
      - Dan.cpp
      - Date.cpp
      - dllmain.cpp
      - engine.cpp
      - gamelog.cpp
      - hash_fun.cpp
      - jfwcine.cpp
      - jfwcust.cpp
      - jfwdef.cpp
      - jfwdmg.cpp
      - jfwgame.cpp
      - jfwgun.cpp
      - jfwhook.cpp
      - jfwmisc.cpp
      - jfwobj.cpp
      - jfwpoke.cpp
      - jfwpow.cpp
      - jfwscr.cpp
      - jfwsnd.cpp
      - jfwveh.cpp
      - jfwweap.cpp
      - jfwws.cpp
      - jfwzone.cpp
      - kak.cpp
      - keyhook.cpp
      - mdb.cpp
      - mp3.cpp
      - neo.cpp
      - nh.cpp
      - nhp.cpp
      - PROFILE.cpp

Soluti...   Class ...   Prope...

Code editor

```cpp
else if (Rnd<=88) Index = 13;
else if (Rnd<=90) Index = 14;
else if (Rnd<=92) Index = 15;
else if (Rnd<=94) Index = 16;
else if (Rnd<=96) Index = 17;
else if (Rnd<=98) Index = 18;
else Index = 19;
if (Settings->Gamelog)
{
    char Message[512];
    Vector3 pos;
    pos = Commands->Get_Position(sender);
    sprintf (Message, "CRATE;WEAPON;%s;%d;%s;%f;%
    WriteFile(Message);
}
sprintf(message,"%s bekam eine neue Waffe aus der
FDSMessage(message,"_CRATE");
Commands->Give_Powerup(sender,RandomWeapon[Index]
sprintf(message,"ppage %d [Crate] Du bekommst ein
if (RandomWeapon[Index][2][0] != '\0')
{
    Create_2D_WAV_Sound_Player(sender,RandomWeapo
}
}
else if ((RandomIntCrate <= (percent+=Crate_Money)) &
{
    int Amount = Commands->Get_Random_Int(1,1000);
    int RndGood = Commands->Get_Random_Int(1,2);
    if (RndGood == 1)
    {
        Commands->Give_Money(sender,(float)Amount,fal
        Create_2D_WAV_Sound_Player(sender,"m00pc$$_aq
    }
    else
    {
        Commands->Give_Money(sender,(float)(Amount*-1
```

Output

Show output from: Build

```
        Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable dep
.\crate.cpp(724) : warning C4996: 'sprintf' was declared deprecated
        D:\Programme\Microsoft Visual Studio 8\VC\include\stdio.h(345) : see declaration of 'sprintf'
        Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable dep
aow.cpp
.\aow.cpp(18) : fatal error C1083: Cannot open include file: 'windows.h': No such file or directory
Generating Code...
```

Code Definition Window   Call Browser   Output

Ready