
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

.\gmgame.log.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 odbccp32.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\gmgame.log.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\kamuix.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\\kamui.x.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\winspool.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:
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

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

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

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Results Build log was saved at

"file:///c:/Users/wittebolx/Desktop/SSGM/tmp/scripts/debug/BuildLog.htm"

SSGM - 2 error(s), 1 warning(s)
