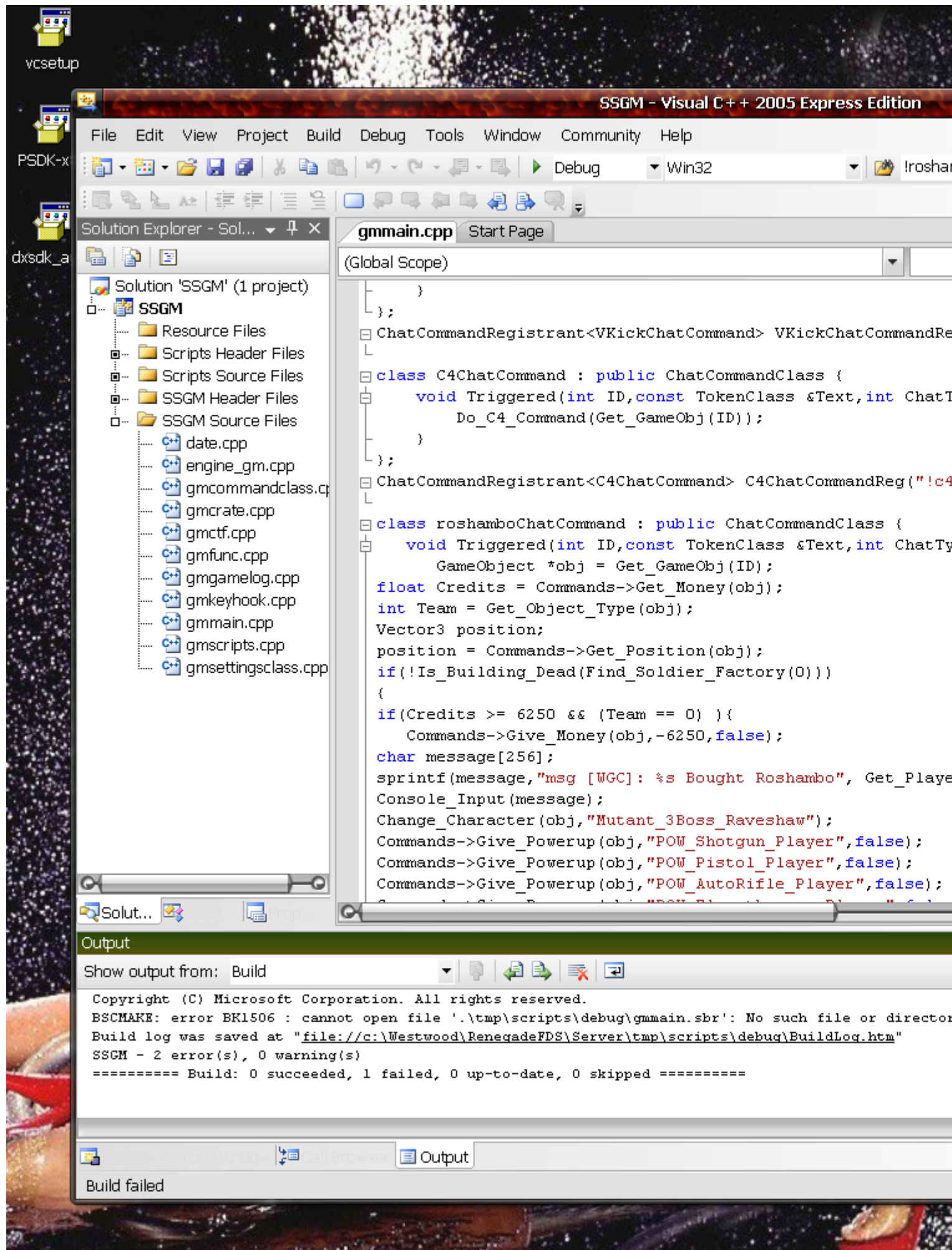

Subject: i tried to compile scripts well ssgm scripts but it keeps getting a ERROR
Posted by [cpjok](#) on Sun, 29 Jun 2008 22:35:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

anyone know how i can fix it

File Attachments

1) [ERROR.PNG](#), downloaded 313 times



vcsetup

PSDK-x

dxsdk_a

SSGM - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help

Debug Win32 Irosha

Solution Explorer - Sol...

gmmain.cpp Start Page

(Global Scope)

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
gmgame.log.cpp
gmkeyhook.cpp
gmmain.cpp
gmscripts.cpp
gmsettingsclass.cpp

```
};  
};  
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandRe  
L  
class C4ChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatT  
Do_C4_Command(Get_GameObj(ID));  
}  
};  
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4  
L  
class roshamboChatCommand : public ChatCommandClass {  
void Triggered(int ID,const TokenClass &Text,int ChatTy  
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_Playe  
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

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BSCMAKE: error BKL506 : 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 299 times

File Edit View Favorites Tools Help

SSGM - Visual C++ 2005 Express Edition

File Edit View Build Debug Tools Window Community Help

PSD

Solution Explorer - Sol...

gmmain.cpp

Start Page

(Global Scope)

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
 - gmgame.log.cpp
 - gmkeyhook.cpp
 - gmmain.cpp
 - gmscripts.cpp
 - gmsettingsclass.cpp

```

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L
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ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4
L
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        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_Playe
            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