

---

Subject: C++. Need help.

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 15:00:47 GMT

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

---

Today i was doing something on c++ and that thing didnt work. Then i deleted that code and stuff and then a builded the project and got errors. Then i tried to uninstall the SSGM source and then try again. No, the errors still show up even if i unstaill the source.

These are the errors:

```
Quote:gmcommandclass.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
gmcrate.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
gmctf.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@@YAMPBD>@Z)
already defined in engine_gm.obj
gmfunc.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
gmgameolog.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
gmkeyhook.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
gmsettingsclass.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
dllmain.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@@YAMPBD>@Z) already defined in engine_gm.obj
```

---

---

Subject: Re: C++. Need help.

Posted by [reborn](#) on Thu, 12 Jun 2008 15:07:51 GMT

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

---

I think you're confusing Get\_Value and GetValue from two different releases on the forum. I honestly think you might be better off trying something easier first. I am by no means one to preach to others, but I know I started off allot smaller then some of the tasks you want to take on. Just be patient and you'll get better.

---

---

Subject: Re: C++. Need help.

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 15:46:41 GMT

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

---

I'm getting better but i cant seem to fix that error. Do you know how to fix it?

---

---

Subject: Re: C++. Need help.

Posted by [jnz](#) on Thu, 12 Jun 2008 15:56:31 GMT

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

---

It means the function GetValue isn't defined anywhere in the code.

---

---

Subject: Re: C++. Need help.

Posted by [reborn](#) on Thu, 12 Jun 2008 16:04:57 GMT

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

---

I'm pretty sure he is trying to call this function:

```
float GetValue(const char* Preset) {  
    float VehValue = 0;  
  
    if (strcmp(Preset,"test") == 0) VehValue = 1;  
    else if (strcmp(Preset,"GDI Harvester MP2") == 0) VehValue = 300;  
    else if (strcmp(Preset,"GDI Harvester MP") == 0) VehValue = 300;  
    else if (strcmp(Preset,"GDI Titan") == 0) VehValue = 700;  
    else if (strcmp(Preset,"GDI Wolverine") == 0) VehValue = 300;  
    else if (strcmp(Preset,"GDI Orca") == 0) VehValue = 500;  
    else if (strcmp(Preset,"GDI Orca Bomber") == 0) VehValue = 500;  
    else if (strcmp(Preset,"NOD Harvester MP") == 0) VehValue = 300;  
    else if (strcmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;  
    else if (strcmp(Preset,"Nod TickTank") == 0) VehValue = 525;  
    else if (strcmp(Preset,"Nod Buggy") == 0) VehValue = 200;  
    else if (strcmp(Preset,"GDI Titan TS") == 0) VehValue = 600;  
    else if (strcmp(Preset,"Nod TickTank TS") == 0) VehValue = 550;  
    else if (strcmp(Preset,"Nod Buggy TS") == 0) VehValue = 250;  
  
    return VehValue;  
}
```

But he seems to be getting really confused.

---

---

Subject: Re: C++. Need help.

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 16:13:48 GMT

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

---

NOO. Guys, i ve uninstaler every thing and i'm using a new ssgm source. But i tested the new ssgm source and i get those errors when i'm trying to build it.

---

---

Subject: Re: C++. Need help.

Posted by [cnc95fan](#) on Thu, 12 Jun 2008 16:20:29 GMT

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

---

Are your librarys linked..?

---

---

Subject: Re: C++. Need help.

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 16:43:59 GMT

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

---

Idk, but i have done this part.

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 3839

---

---

Subject: Re: C++. Need help.

Posted by [mr£Ä§Ä·z](#) on Thu, 12 Jun 2008 19:22:31 GMT

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

---

Goto:

Project -> SSGM Prperties -> Configuration Properties -> Linker -> Input

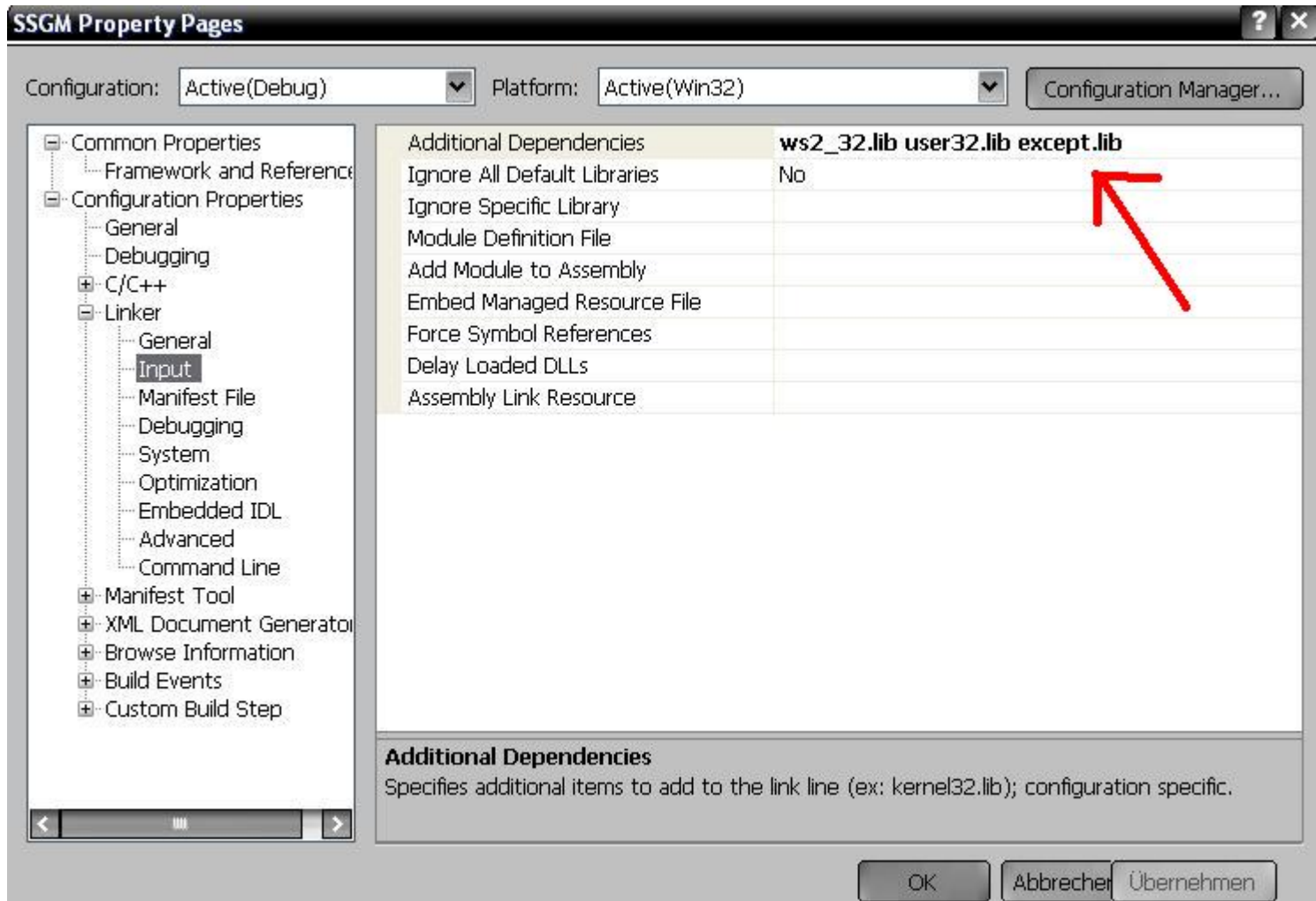
Then add Except.lib. It should look like here:

---

### File Attachments

1) [SSGM.JPG](#), downloaded 452 times

---



Subject: Re: C++. Need help.

Posted by [cnc95fan](#) on Thu, 12 Jun 2008 19:29:41 GMT

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

Yes, you probably installed them wrong. Also, it's ironic how your brother is asking to rejoin BFD. Though.. I'm not sure we will let him.