Subject: Compiling scripts 4.0 error (microsoft sdk issue)
Posted by BillieJoe67 on Sun, 06 May 2012 10:33:23 GMT
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I downloaded the scripts_VC2010 project from tiberiantechnologies and when I try to compile the solution, I get a the same error for all the projects except memorymanager.

The error is:
1>------ Build started: Project: scripts, Configuration: Release SSGM Win32 ------
1>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1200,9): warning : The referenced project '..\console\console.vcxproj' does not exist.
1>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1200,9): warning : The referenced project '..\shaders\shaders.vcxproj' does not exist.
1> General.cpp
1>c:\program files (x86)\microsoft sdks\windows\v7.0a\include\objidl.h(11280): error C2061: syntax error : identifier '__RPC__out_xcount_part'
1>c:\program files (x86)\microsoft sdks\windows\v7.0a\include\objidl.h(11281): error C2059: syntax error : ')'
1>c:\program files (x86)\microsoft sdks\windows\v7.0a\include\objidl.h(11281): fatal error C1903: unable to recover from previous error(s); stopping compilation
========== Build: 0 succeeded, 1 failed, 1 up-to-date, 0 skipped ==========
Other info:
running 64-bit windows 7 with 32 bit visual c++ 2010 express

Any suggestions on how to fix the problem?

p.s. Anyone know how I can apply an include directory to the whole solution in visual c++ 2010? (Having to the directx sdk to every project is annoying)

Subject: Re: Compiling scripts 4.0 error (microsoft sdk issue)
Posted by danpaul88 on Sun, 06 May 2012 16:06:57 GMT
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First search result in Google...

    http://connect.microsoft.com/VisualStudio/feedback/details/499940/error-c2061-sy ntax-error-identifier-rpc-out-xcount-part

Seriously, took me all of 5 seconds to find it, why don't you try searching before posting on the forums?

BillieJoe wrote on Sun, 06 May 2012 11:33
p.s. Anyone know how I can apply an include directory to the whole solution in visual c++ 2010?

(Having to the directx sdk to every project is annoying)

To apply an include directory globally load any c++ project, go to View->Property Manager, it will load (by default) in the right hand sidebar. Click the + next to your C++ project and one of its build configurations, right click on Microsoft.Cpp.Win32.user and choose properties. Add your global includes / library paths / whatever to the VC Directories section and hit OK. Done   Would be nice if Microsoft hadn't made that so damned hard to find these days, it was much eaiser when it was in main options...

Microsoft.Cpp.Win32.user is the global project defaults for all Visual Studio C++ projects and all projects will inherit any settings you define in here, unless they override them with their own values.

Subject: Re: Compiling scripts 4.0 error (microsoft sdk issue)
Posted by BillieJoe67 on Wed, 09 May 2012 16:34:10 GMT
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Ah, I searched for the filename too, must be where I went wrong.

Thanks for the other answer, helped solving the first question.

Merci beaucoup