
Subject: Re: How can I translate these ingame Messages?

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_DEPRECATED. 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 503 times

scripts - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help

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

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

```

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;%s",
            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
if (Commands->Get_Money(sender) < 0) Commands-

```

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