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

Posted by [EA-DamageEverything](#) on Wed, 21 Jun 2006 08:31:24 GMT

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I already followed the instructions "using SDK...".

When I load up the sourcecode, there are the scripts and the keyconfig project. So far so good. Clicking on "properties" also does show the correct output format= scripts.dll.

But there is no option to compile but I can build the scripts. I did that and it didn't want to work. It complains about this windows.h line in the aow.cpp again. Removing this line caused some other serious errors.

You may look at this logfile=

File Attachments

1) [BuildLog.htm](#), downloaded 324 times
