Subject: Re: new fds bot, c++ php, perl
Posted by jnz on Wed, 19 Jul 2006 12:04:15 GMT
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i use visual c++ 2005 express edition. th whole error is:

all of the errors are on that line

File Attachments

1) error.JPG, downloaded 710 times

chathook - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help

Debug Win32 ormatDate(

Solution Explorer - Solutio...

Solution 'chathook' (1 project)
- chathook
  - Header Files
    - Dan.h
    - engine.h
    - jfw.h
    - jfw2.h
    - jfw3.h
    - jfw4.h
    - jfw5.h
    - jfwobj.h
    - jfwws.h
    - kak.h
    - neo.h
    - nh.h
    - nhp.h
    - Ra2.h
    - Reborn.h
    - RenAlert.h

Soluti... Class... Prop...

Dan.cpp | scripts.h | engine.cpp | **engine.h** | stdafx.h | chathook.cpp | Start Page

(Global Scope)

```
extern int Exe; //0 = game.exe, 1 = server.dat, 2 = RH73 LFDS, 3 =
void InitEngine(); //initalize pointers to engine functions
GameObject *Get_GameObj(int ID); //convert a player ID into a Game
long Get_Player_ID(GameObject *obj); //convert a GameObject into a
const char *Get_Model(GameObject *obj); //get the name of the 3d m
int Get_Object_Type(GameObject *obj); //get the team of an object,
void Set_Object_Type(GameObject *obj, int type); //set the team of
bool Change_Character(GameObject *obj,const char *Preset_Name); //
const char *Get_Player_Name(GameObject *obj); //converts a GameObj
GameObject *Find_Building_By_Team(int Team); //finds the first bui
GameObject *Find_Building_By_Name(int Team, const char *Preset_Nam
void Kill_All_Buildings_By_Team(int Team); //kill all buildings of
void Damage_All_Buildings_By_Team(int Team,float Damage,const char
void Repair_All_Buildings_By_Team(int Team,int ConstructionYardID,
void Repair_All_Static_Vehicles_By_Team(int Team,int Message); //s
GameObject *Find_Smart_Object_By_Team(int Team); //will find the f
GameObject *Find_Object_By_Team(int Team); //will find the first o
GameObject *Find_Non_Player_Object_By_Team(int Team); //will find
GameObject *Find_Object_By_Preset(int Team,const char *Preset_Name
```

Output

Show output from: Build

```
o 2005\projects\chathook\chathook\engine.h(3) : error C2143: syntax error : missing ';' before '*'
o 2005\projects\chathook\chathook\engine.h(3) : error C4430: missing type specifier - int assumed. Note: C+
o 2005\projects\chathook\chathook\engine.h(3) : error C4430: missing type specifier - int assumed. Note: C+
o 2005\projects\chathook\chathook\engine.h(4) : error C2065: 'obj' : undeclared identifier
o 2005\projects\chathook\chathook\engine.h(4) : fatal error C1903: unable to recover from previous error(s)
aniel\My Documents\Visual Studio 2005\Projects\chathook\chathook\Debug\BuildLog.htm"
```

Code Definition Window | Call Browser | Output

Ready Ln 4

start | Renegade Public Foru... | chathook - Visual C+... | Scripts201 | chathook