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Subject: How to set up a build environment for compiling the scripts.dll

Posted by [jonwil](#) on Tue, 13 Nov 2007 03:51:58 GMT

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To get set up to compile the custom scripts.dll (including SSGM) you need to do the following:

If you have Visual C++ 2005 other than Express Edition (i.e. professional edition or whatever), do this:

1. Install Visual C++ 2005, install it. Make sure to select the following options:

Win32 Platform SDK Tools

Visual C++ Run-Time Libraries (select all of the options underneath that)

2. Download the DirectX SDK from here:

<http://www.microsoft.com/downloads/details.aspx?familyid=C72D9F1E-53F3-4747-8490-6801D8E8B4EF>

and install it into the default folder. You need this version (if you have something older or newer it may not work). You do not need it if you are compiling SSGM or another server-side mod (as its only used by shaders.dll)

3. Open the scripts.sln file in Visual C++ (or SSGM.sln if its SSGM). Go to tools-options. Then select "Projects and Solutions" and then "Visual C++ Directories". Under "Include files" add "C:\Program Files\Microsoft DirectX SDK (August 2006)\Include". Under "library files" add "C:\Program Files\Microsoft DirectX SDK (August 2006)\Lib\x86"

4. Build the scripts.dll. You should get no errors. If you get errors, post them in this thread and I will help work out why they are happening.

If you do not have Visual C++ (or only have express edition)

1. Go here:

<http://msdn2.microsoft.com/en-au/express/aa700735.aspx> Download and install Visual C++ 2005 Express Edition.

2. Go here:

<http://msdn2.microsoft.com/en-us/express/aa700755.aspx> Download and install the Microsoft Platform SDK (as mentioned there). Make sure you follow ALL the instructions (including the ones about setting up paths and editing configuration files)

3. Download the DirectX SDK from here:

<http://www.microsoft.com/downloads/details.aspx?familyid=C72D9F1E-53F3-4747-8490-6801D8E8B4EF>

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