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Subject: Re: Veteran Plugin.

Posted by [Darknes2](#) on Sat, 08 Mar 2008 15:39:03 GMT

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it didnt work so well for me :S here is what it told me ever so violently

----- Build started: Project: SSGM, Configuration: Debug Win32 -----

Compiling...

gmscripts.cpp

.\gmscripts.cpp(46) : error C2220: warning treated as error - no 'object' file generated

.\gmscripts.cpp(46) : warning C4018: '<' : signed/unsigned mismatch

.\gmscripts.cpp(105) : warning C4018: '<' : signed/unsigned mismatch

.\gmscripts.cpp(118) : warning C4018: '<' : signed/unsigned mismatch

.\gmscripts.cpp(144) : error C2601: 'IsLowClassVehicle' : local function definitions are illegal

.\gmscripts.cpp(136): this line contains a '{' which has not yet been matched

.\gmscripts.cpp(144) : fatal error C1903: unable to recover from previous error(s); stopping compilation

gmmain.cpp

.\gmmain.cpp(812) : error C3861: 'VetAddPlayer': identifier not found

.\gmmain.cpp(990) : error C3861: 'VetClearPlayers': identifier not found

Generating Code...

Creating browse information file...

Microsoft Browse Information Maintenance Utility Version 8.00.50727

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BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\gmscripts.sbr': No such file or directory

Build log was saved at "file:///f:/DarkWorld C&C C++\SSGM

Source\tmp\scripts\debug\BuildLog.htm"

SSGM - 6 error(s), 3 warning(s)

===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====