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Subject: C++. Need help.

Posted by [HeavyX101- Left](#) on Thu, 12 Jun 2008 15:00:47 GMT

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Today i was doing something on c++ and that thing didnt work. Then i deleted that code and stuff and then a builded the project and got errors. Then i tried to uninstall the SSGM source and then try again. No, the errors still show up even if i unstaill the source.

These are the errors:

```
Quote:gmcommandclass.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmcrate.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmctf.obj : error LNK2005: "float __cdecl GetValue(char const *)" (?GetValue@@YAMPBD>@Z)
already defined in engine_gm.obj
gmfunc.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmgameobj.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmkeyhook.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
gmsettingsclass.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
dllmain.obj : error LNK2005: "float __cdecl GetValue(char const *)"
(?GetValue@@YAMPBD>@Z) already defined in engine_gm.obj
```

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