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Subject: Re: Veteran Plugin.

Posted by [HeavyX101- Left](#) on Fri, 13 Jun 2008 02:16:59 GMT

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EA-DamageEverything wrote on Sun, 11 May 2008 22:04error C2653: 'reb\_vet\_System' : is not a class or namespace name c:\ExScripts\SSGM Source\gmscripts.cpp 215

= paste the whole script into the gmmain.cpp and the class into gmmain.h, this could/should help. I do it this way and everything works.

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error C2601: 'GetPoints' : local function definitions are illegal c:\ExScripts\SSGM Source\gmscripts.cpp

= Get\_Points would be a valid scripts command.

Over all, the whole code should be placed in one file. You cannot split Reborns' main code because the gmmain.cpp has zero access to the gmscripts.cpp if I am interpreting the include-Syntax right. In the other way, the gmscripts can read gmmain, gmcrate etc.

I probably fail with this post, but I do think it goes in the right direction.

Ok, ive copied and pasted the whole script into the gmmain.cpp and class into gmmain.h but i got 45 errors/warnings

Here they are

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

Compiling...

gmmain.cpp

.\gmmain.cpp(1466) : error C2220: warning treated as error - no 'object' file generated

.\gmmain.cpp(1466) : warning C4018: '<' : signed/unsigned mismatch

.\gmmain.cpp(1525) : warning C4018: '<' : signed/unsigned mismatch

.\gmmain.cpp(1538) : warning C4018: '<' : signed/unsigned mismatch

.\gmmain.cpp(1735) : warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation

.\gmmain.cpp(1735) : error C3861: 'IsLowClassVehicle': identifier not found

.\gmmain.cpp(1746) : warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation

.\gmmain.cpp(1746) : error C3861: 'IsLowClassVehicle': identifier not found

.\gmmain.cpp(1759) : warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation

.\gmmain.cpp(1759) : error C3861: 'IsLowClassVehicle': identifier not found

.\gmmain.cpp(1772) : warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation

.\gmmain.cpp(1772) : error C3861: 'IsLowClassVehicle': identifier not found

.\gmmain.cpp(1777) : warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation

.\gmmain.cpp(1777) : error C3861: 'IsLowClassVehicle': identifier not found

.\gmmain.cpp(1782) : warning C4805: '==' : unsafe mix of type "unknown-type" and type 'bool' in operation

.\gmmain.cpp(1782) : error C3861: 'IsLowClassVehicle': identifier not found

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.\gmmain.cpp(1842) : error C2084: function 'void Player_Join_Hook(int,const char *)' already has
a body
    .\gmmain.cpp(689) : see previous definition of 'Player_Join_Hook'
.\gmmain.cpp(1860) : error C2084: function 'void GameOver(void)' already has a body
    .\gmmain.cpp(839) : see previous definition of 'GameOver'
.\gmmain.cpp(1899) : error C2653: 'vet_MDB_SSGM_Building' : is not a class or namespace
name
.\gmmain.cpp(1899) : error C2601: 'Killed' : local function definitions are illegal
    .\gmmain.cpp(1860): this line contains a '{' which has not yet been matched
.\gmmain.cpp(1926) : error C2065: 'vet_MDB_SSGM_Building' : undeclared identifier
.\gmmain.cpp(1926) : error C2514: 'ScriptRegistrant' : class has no constructors
    c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
.\gmmain.cpp(1929) : error C2063: 'Killed' : not a function
.\gmmain.cpp(1929) : error C2601: 'vet_MDB_SSGM_Building::Killed' : local function definitions
are illegal
    .\gmmain.cpp(1860): this line contains a '{' which has not yet been matched
.\gmmain.cpp(1930) : error C2065: 'shooter' : undeclared identifier
.\gmmain.cpp(1939) : error C2065: 'obj' : undeclared identifier
.\gmmain.cpp(1939) : error C2228: left of '.c_str' must have class/struct/union
.\gmmain.cpp(1942) : error C2228: left of '.c_str' must have class/struct/union
.\gmmain.cpp(1942) : error C2228: left of '.c_str' must have class/struct/union
.\gmmain.cpp(1948) : error C2065: 'IsAlive' : undeclared identifier
.\gmmain.cpp(1951) : error C2227: left of '->Destroy_Base' must point to
class/struct/union/generic type
.\gmmain.cpp(1957) : error C2514: 'ScriptRegistrant' : class has no constructors
    c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
.\gmmain.cpp(1959) : error C2653: 'vet_MDB_SSGM_Player' : is not a class or namespace name
.\gmmain.cpp(1963) : error C3861: 'GetPoints': identifier not found
.\gmmain.cpp(1965) : error C2065: 'WasKilled' : undeclared identifier
.\gmmain.cpp(2023) : error C2065: 'vet_MDB_SSGM_Player' : undeclared identifier
.\gmmain.cpp(2023) : error C2514: 'ScriptRegistrant' : class has no constructors
    c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
.\gmmain.cpp(2025) : error C2653: 'vet_MDB_SSGM_Vehicle' : is not a class or namespace
name
.\gmmain.cpp(2025) : error C2084: function 'void Killed(GameObject *,GameObject *)' already has
a body
    .\gmmain.cpp(1959) : see previous definition of 'Killed'
.\gmmain.cpp(2028) : error C3861: 'GetPoints': identifier not found
.\gmmain.cpp(2040) : error C2065: 'LastDamage' : undeclared identifier
.\gmmain.cpp(2180) : error C2065: 'vet_MDB_SSGM_Vehicle' : undeclared identifier
.\gmmain.cpp(2180) : error C2514: 'ScriptRegistrant' : class has no constructors
    c:\westwood\renegadefds\server\scripts.h(480) : see declaration of 'ScriptRegistrant'
.\gmmain.cpp(2181) : fatal error C1075: end of file found before the left brace '{' at
'.\gmmain.cpp(1860)' was matched
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or
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directory

Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/tmp/scripts/debug/BuildLog.htm"

SSGM - 36 error(s), 9 warning(s)

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