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Subject: Re: Veteran Plugin.

Posted by [Gen\\_Blacky](#) on Mon, 16 Jun 2008 00:46:43 GMT

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What did i do wrong 0\_o

gmmain errors

1>gmmain.cpp

1>.\gmmain.cpp(697) : error C3861: 'VetAddPlayer': identifier not found

1>.\gmmain.cpp(845) : error C3861: 'VetClearPlayers': identifier not found

1>.\gmmain.cpp(848) : error C2086: 'char ObjectsType[10]' : redefinition

1> .\gmmain.cpp(846) : see declaration of 'ObjectsType'

1>.\gmmain.cpp(848) : error C2086: 'char ObjectsType2[10]' : redefinition

1> .\gmmain.cpp(846) : see declaration of 'ObjectsType2'

1>.\gmmain.cpp(848) : error C2086: 'char ObjectsFile[20]' : redefinition

1> .\gmmain.cpp(846) : see declaration of 'ObjectsFile'

1>.\gmmain.cpp(2404) : warning C4018: '<' : signed/unsigned mismatch

1>.\gmmain.cpp(2463) : warning C4018: '<' : signed/unsigned mismatch

1>.\gmmain.cpp(2476) : warning C4018: '<' : signed/unsigned mismatch

1>.\gmmain.cpp(2485) : error C2365: 'VetAddPlayer' : redefinition; previous definition was 'formerly unknown identifier'

1>.\gmmain.cpp(2494) : error C2365: 'VetClearPlayers' : redefinition; previous definition was 'formerly unknown identifier'

1>.\gmmain.cpp(2499) : error C3861: 'VetAddPlayer': identifier not found

1>.\gmmain.cpp(2781) : warning C4018: '<' : signed/unsigned mismatch

1>SSGM - 8 error(s), 4 warning(s)

gmscripts errors

1>Compiling...

1>gmscripts.cpp

1>.\gmscripts.cpp(336) : error C3861: 'VetUpdate': identifier not found

1>.\gmscripts.cpp(336) : error C3861: 'GetPoints': identifier not found

1>.\gmscripts.cpp(1664) : error C3861: 'VetUpdate': identifier not found

1>SSGM - 3 error(s), 0 warning(s)

missing something in the h file for gmscripts ?

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