
Subject: i tryed to compile scripts well ssgm scripts but it keeps getting a ERROR

Posted by [cpjok](#) on Sun, 29 Jun 2008 22:35:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

it is set up how the topic about compileing says to but it still gets a ERROR

anyone know how i can fix it

File Attachments

1) [ERROR.PNG](#), downloaded 266 times

File Edit View Project Build Debug Tools Window Community Help

Debug Win32 Iroshan

Solution Explorer - Sol...

Solution 'SSGM' (1 project)

- SSGM
 - Resource Files
 - Scripts Header Files
 - Scripts Source Files
 - SSGM Header Files
 - SSGM Source Files
 - date.cpp
 - engine_gm.cpp
 - gmcommandclass.cpp
 - gmcrate.cpp
 - gmctf.cpp
 - gmfunc.cpp
 - gmgamelog.cpp
 - gmkeyhook.cpp
 - gmmain.cpp
 - gmscripts.cpp
 - gmsettingsclass.cpp

gmmain.cpp Start Page

(Global Scope)

```

    }
};
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandRe
L
class C4ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatT
        Do_C4_Command(Get_GameObj(ID));
}
};
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4
L
class roshanboChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatTy
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        if(!Is_Building_Dead(Find_Soldier_Factory(0)))
        {
            if(Credits >= 6250 && (Team == 0) ){
                Commands->Give_Money(obj,-6250,false);
            }
            char message[256];
            sprintf(message,"msg [WGC]: %s Bought Roshambo", Get_Playe
            Console_Input(message);
            Change_Character(obj,"Mutant_3Boss_Raveshaw");
            Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
            Commands->Give_Powerup(obj,"POW_Pistol_Player",false);
            Commands->Give_Powerup(obj,"POW_AutoRifle_Player",false);

```

Output

Show output from: Build

Copyright (C) Microsoft Corporation. All rights reserved.

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

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

SSGM - 2 error(s), 0 warning(s)

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

Solution Explorer Call Browser Output

Build failed

2) [error1.PNG](#), downloaded 253 times

File Edit View Favorites Tools Help

SSGM - Visual C++ 2005 Express Edition

File Edit View Build Debug Tools Window Community Help

PSD

Solution Explorer - Sol...

gmmain.cpp Start Page

(Global Scope)

Solution 'SSGM' (1 project)

- SSGM
 - Resource Files
 - Scripts Header Files
 - Scripts Source Files
 - SSGM Header Files
 - SSGM Source Files
 - date.cpp
 - engine_gm.cpp
 - gmcommandclass.cpp
 - gmcrate.cpp
 - gmctf.cpp
 - gmfunc.cpp
 - gmgame.log.cpp
 - gmkeyhook.cpp
 - gmmain.cpp
 - gmscripts.cpp
 - gmsettingsclass.cpp

```

    }
};
ChatCommandRegistrant<VKickChatCommand> VKickChatCommandReg(
L
class C4ChatCommand : public ChatCommandClass {
    void Triggered(int ID, const TokenClass &Text, int ChatTy
        Do_C4_Command(Get_GameObj(ID));
    }
};
ChatCommandRegistrant<C4ChatCommand> C4ChatCommandReg("!c4
L
class roshamboChatCommand : public ChatCommandClass {
    void Triggered(int ID, const TokenClass &Text, int ChatTy
        GameObject *obj = Get_GameObj(ID);
        float Credits = Commands->Get_Money(obj);
        int Team = Get_Object_Type(obj);
        Vector3 position;
        position = Commands->Get_Position(obj);
        if(!Is_Building_Dead(Find_Soldier_Factory(0)))
        {
            if(Credits >= 6250 && (Team == 0) ){
                Commands->Give_Money(obj, -6250, false);
            }
            char message[256];
            sprintf(message, "msg [WGC]: %s Bought Roshambo", Get_Playe
            Console_Input(message);
            Change_Character(obj, "Mutant_3Boss_Raveshaw");
            Commands->Give_Powerup(obj, "POW_Shotgun_Player", false);
            Commands->Give_Powerup(obj, "POW_Pistol_Player", false);
            Commands->Give_Powerup(obj, "POW_AutoRifle_Player", false);

```

Error List

2 Errors 0 Warnings 0 Messages

	Description
1	fatal error C1083: Cannot open include file: 'windows.h': No such file or directory
2	error BK1506 : cannot open file '.\tmp\scripts\debug\gmmain.sbr': No such file or directory

Error List

Ready