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Subject: `_stricmp` identifier not found

Posted by [zunnie](#) on Fri, 01 Aug 2008 13:13:58 GMT

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1>Compiling...

1>z.cpp

1>c:\visual studio 2005\projects\rebornfds 1.1\engine\_string.h(127) : error C3861: '`_stricmp`': identifier not found

1>tfx.cpp

1>tda.cpp

1>survival.cpp

1>c:\visual studio 2005\projects\rebornfds 1.1\survival.cpp(91) : error C3861: '`_stricmp`': identifier not found

1>c:\visual studio 2005\projects\rebornfds 1.1\survival.cpp(809) : error C3861: '`_stricmp`': identifier not found

1>c:\visual studio 2005\projects\rebornfds 1.1\survival.cpp(809) : error C3861: '`_stricmp`': identifier not found

1>shawk.cpp

1>c:\visual studio 2005\projects\rebornfds 1.1\engine\_string.h(127) : error C3861: '`_stricmp`': identifier not found

1>scud.cpp

1>scripts.cpp

1>c:\visual studio 2005\projects\rebornfds 1.1\engine\_string.h(127) : error C3861: '`_stricmp`': identifier not found

1>c:\visual studio 2005\projects\rebornfds 1.1\scripts.cpp(373) : error C3861: '`_stricmp`': identifier not found

1>scriptregistrar.cpp

1>c:\visual studio 2005\projects\rebornfds 1.1\scriptregistrar.cpp(55) : error C3861: '`_stricmp`': identifier not found

1>c:\visual studio 2005\projects\rebornfds 1.1\scriptregistrar.cpp(102) : error C3861: '`_stricmp`': identifier not found

I did a clean install of Visual Studio 2005 earlier and when i try to compile SSGM for the Reborn FDS it keeps on error-ing

about `_stricmp` and i have no idea how to fix it.

I've used this version of Visual Studio for a long time and it is the first time im running into this problem.

It only errors on the `_stricmp` and i am not sure how to fix it.

Does anyone know why it is doing this and how i can fix this so i can compile it again?

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