
Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [saberhawk](#) on Thu, 19 Feb 2009 00:56:55 GMT

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GT41 wrote on Mon, 16 February 2009 22:34 since that i see this topic i decided to have a go. It is worth learning if you can. i got 3 errors not sure why. anyone know?

1>----- Build started: Project: SSGM, Configuration: Debug Win32 -----

1>Linking...

1>Searching libraries

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:

1>Finished searching libraries

1> Creating library .\bin\debug\scripts.lib and object .\bin\debug\scripts.exp

1>Searching libraries

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:

1>Finished searching libraries

1>Searching libraries

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1> Searching except.lib:

1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ws2_32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\user32.lib:

```
1> Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\kernel32.lib:
1>Finished searching libraries
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>scripts.dll : fatal error LNK1120: 2 unresolved externals
1>Build log was saved at "file:///c:/Documents and Settings\Dean\Desktop\SSGM Source\SSGM
Source\tmp\scripts\debug\BuildLog.htm"
1>SSGM - 3 error(s), 0 warning(s)
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====
```

You didn't install the platform SDK correctly, be sure to follow **all** the steps.
