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

Posted by [GT41](#) on Thu, 19 Feb 2009 03:40:19 GMT

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ahh thanks alot i realised i missed out a part in it lol works now ^^

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 SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.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 SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.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 SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:

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1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.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 SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.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 SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.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 SDKs\Windows\v6.0\Lib\gdi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\winspool.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\comdlg32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\advapi32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\shell32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\ole32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\oleaut32.lib:
1> Searching C:\Program Files\Microsoft SDKs\Windows\v6.0\Lib\uuid.lib:

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1>Finished searching libraries
1>Embedding manifest...
1>Build log was saved at "file:///c:/Documents and Settings/Dean/Desktop/SSGM Source/SSGM Source/tmp/scripts/debug/BuildLog.htm"
1>SSGM - 0 error(s), 0 warning(s)
===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped =====
