
Subject: Shader Plugin errors

Posted by [Omar007](#) on Sat, 20 Nov 2010 11:02:26 GMT

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

I'm currently trying to get access to `The_Game()`, `Get_Player_Name(GameObject *obj)` and `**TheStar` through a shader plugin.

Problem being: I'm getting unresolved external errors.

```
1>dllmain.obj : error LNK2001: unresolved external symbol "class ReferenceableClass<class ScriptableGameObj> * * TheStar"
```

```
(?TheStar@@@3PAPAV?$ReferenceableClass@VScriptableGameObj@@@@@A)
```

```
1>dllmain.obj : error LNK2001: unresolved external symbol "char const * __cdecl
```

```
Get_Player_Name(unsigned char *)" (?Get_Player_Name@@YAPBDPAE@Z)
```

```
1>dllmain.obj : error LNK2001: unresolved external symbol "class cGameData * __cdecl
```

```
The_Game(void)" (?The_Game@@@YAPAVcGameData@@@XZ)
```

Does anyone know how I can get these to work inside the plugin??
