
Subject: Compiling scripts 4.0 error (microsoft sdk issue)
Posted by [BillieJoe67](#) on Sun, 06 May 2012 10:33:23 GMT
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I downloaded the scripts_VC2010 project from tiberiantechologies and when I try to compile the solution, I get a the same error for all the projects except memorymanager.

The error is:

```
1>----- Build started: Project: scripts, Configuration: Release SSGM Win32 -----
1>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1200,9):
warning : The referenced project '..\console\console.vcxproj' does not exist.
1>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1200,9):
warning : The referenced project '..\shaders\shaders.vcxproj' does not exist.
1> General.cpp
1>c:\program files (x86)\microsoft sdk\windows\v7.0a\include\objidl.h(11280): error C2061:
syntax error : identifier '__RPC__out_xcount_part'
1>c:\program files (x86)\microsoft sdk\windows\v7.0a\include\objidl.h(11281): error C2059:
syntax error : ')'
1>c:\program files (x86)\microsoft sdk\windows\v7.0a\include\objidl.h(11281): fatal error C1903:
unable to recover from previous error(s); stopping compilation
===== Build: 0 succeeded, 1 failed, 1 up-to-date, 0 skipped =====
```

Other info:

running 64-bit windows 7 with 32 bit visual c++ 2010 express

Any suggestions on how to fix the problem?

p.s. Anyone know how I can apply an include directory to the whole solution in visual c++ 2010?
(Having to the directx sdk to every project is annoying)
