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Subject: Re: Debugging scripts.dll

Posted by [Ethenal](#) on Mon, 07 Jan 2013 10:29:49 GMT

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Quote:2> engine\_da.cpp

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(598): error C2544: expected ')' for operator '()'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(598): error C2065: '()' : undeclared identifier

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(598): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(598): error C2059: syntax error : ')'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(598): error C2059: syntax error : ';' ;'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(603): error C2544: expected ')' for operator '()'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(603): error C2065: '()' : undeclared identifier

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(603): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(603): error C2059: syntax error : ')'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(603): error C2059: syntax error : ';' ;'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(1147): error C2544: expected ')' for operator '()'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(1147): error C2065: '()' : undeclared identifier

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(1147): error C2146: syntax error : missing ';' before identifier 'SetThreadTrackingInformation'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(1147): error C2059: syntax error : ')'

2>c:\users\will\documents\dragonade\source\scripts\engine\_da.cpp(1147): error C2059: syntax error : ';' ;'

This is my Dragonade source, but these error messages are quite similar to the ones from stock 4.0 scripts. I will compile my regular scripts and edit this post in just a moment.

EDIT: Well fuck guys, I thought for sure I had this issue in regular scripts but it just compiled fine in both Debug SSGM and Debug. Evidently this is one for Whitedragon. I'll either hope that WD sees this or make a post in the Mod forum. Thanks for the help!