## Subject: compile error with visual c++ 2010 express
Posted by Stallion on Sat, 01 Feb 2014 20:48:10 GMT
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I have tried several things in order to figure out why my build doesn't output the scripts.dll but only the scripts.exp and scripts.lib.  How do I get it to build the scripts.dll?

under debug it says:

It says "this project is out of date"


When it starts building it says in it 2 warnings that say:

console.vcxproj' does not exist.
shaders.vcxproj' does not exist.

If the above is an issue then how do I get them included?


full build output:

1>------ Build started: Project: MemoryManager, Configuration: Release Win32 ------
1>  dllmain_release.cpp
1>  FastAllocator.cpp
1>  MemoryManager_release.cpp
1>    Creating library C:\Games\Command & Conquer The First Decade\Command & Conquer
Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script
creations\tt-source-4.0\source\bin\Release\MemoryManager.lib and object C:\Games\Command &
Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA
Scripts and script creations\tt-source-4.0\source\bin\Release\MemoryManager.exp
1>  Generating code
1>  Finished generating code
1>  MemoryManager.vcxproj -> C:\Games\Command & Conquer The First Decade\Command &
Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script
creations\tt-source-4.0\source\bin\Release\MemoryManager.dll
2>------ Build started: Project: scripts, Configuration: Release SSGM Win32 ------
2>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1422,5):
warning : The referenced project '..\console\console.vcxproj' does not exist.
2>C:\Windows\Microsoft.NET\Framework\v4.0.30319\Microsoft.Common.Targets(1422,5):
warning : The referenced project '..\shaders\shaders.vcxproj' does not exist.
2>  General.cpp
2>  aow_intruders.cpp
2>  cAMpaScripts.cpp
2>  CommandLineParser.cpp
2>  Crc32.cpp
2>  dan.cpp
2>  definition.cpp

2> DefinitionFactoryClass.cpp
2> DefinitionFactoryMgrClass.cpp
2> dllmain.cpp
2> dp88_ar.cpp
2> dp88_ar_unitScripts.cpp
2> dp88_buildingScripts.cpp
2> dp88_customAI.cpp
2> dp88_misc.cpp
2> dp88_securitySystem.cpp
2> dp88_veterancy.cpp
2> engine_common.cpp
2> engine_def.cpp
2> engine_dmg.cpp
2> engine_game.cpp
2> engine_io.cpp
2> engine_math.cpp
2> engine_obj.cpp
2> engine_obj2.cpp
2> engine_phys.cpp
2> engine_player.cpp
2> engine_pt.cpp
2> engine_script.cpp
2> engine_string.cpp
2> engine_tdb.cpp
2> engine_threading.cpp
2> engine_tt.cpp
2> engine_weap.cpp
2> FileFactoryListClass.cpp
2> gap.cpp
2> gmbuilding.cpp
2> gmgame.cpp
2> gmlog.cpp
2> gmsoldier.cpp
2> gmvehicle.cpp
2> iran_scripts.cpp
2> jfwcine.cpp
2> jfwcust.cpp
2> jfwdef.cpp
2> jfwdmg.cpp
2> jfwgame.cpp
2> jfwgun.cpp
2> jfwhook.cpp
2> jfwmisc.cpp
2> jfwobj.cpp
2> jfwpoke.cpp
2> jfwpow.cpp
2> jfwscr.cpp
2> jfwsnd.cpp

2> jfwveh.cpp
2> jfwweap.cpp
2> jfwws.cpp
2> jfwzone.cpp
2> JMGRenetBusters.cpp
2> jmgrp2.cpp
2> kak.cpp
2> kamuix.cpp
2> LoopedAnimationController.cpp
2> mdb.cpp
2> mdbdef.cpp
2> mdbevf.cpp
2> mpf_domination.cpp
2> neo.cpp
2> nh.cpp
2> nhp.cpp
2> PersistFactoryClass.cpp
2> PointerRemapClass.cpp
2> Quaternion.cpp
2> ra2.cpp
2> ra_legacy.cpp
2> reborn.cpp
2> renalert.cpp
2> renalert2.cpp
2> scriptfactory.cpp
2> scriptregistrar.cpp
2> scripts.cpp
2> scud.cpp
2> DefaultConnectionAcceptanceFilter.cpp
2> sh_blocker.cpp
2> sh_underground.cpp
2> shawk.cpp
2> SimpleFileFactoryClass.cpp
2> straw.cpp
2> survival.cpp
2> tcw_building.cpp
2> tcw_center_point.cpp
2> tcw_coop.cpp
2> tcw_coop_cruising.cpp
2> tcw_defence.cpp
2> tcw_domination.cpp
2> tcw_frost.cpp
2> tcw_functions.cpp
2> tcw_game.cpp
2> tcw_general.cpp
2> tcw_mcv_escort.cpp
2> tcw_mission01.cpp
2> tcw_mission03.cpp

2> tcw_nod_incursion.cpp
2> tcw_paul.cpp
2> tcw_player.cpp
2> tcw_powerup.cpp
2> tcw_raid_at_dawn.cpp
2> tcw_sp_m01.cpp
2> tcw_sp_scripts.cpp
2> tcw_superweapons.cpp
2> tcw_TCWSoldierObj.cpp
2> tcw_technology.cpp
2> tcw_tiberium.cpp
2> tcw_vehicle.cpp
2> tcw_zone.cpp
2> tda.cpp
2> tfx.cpp
2> ThreadClass.cpp
2> xpert.cpp
2> z.cpp
2> z_am01.cpp
2> z_am02.cpp
2> z_buildingrevive.cpp
2> z_cargo.cpp
2> z_center_point.cpp
2> z_cold_fever.cpp
2> z_coop.cpp
2> z_darkdawn.cpp
2> z_domination.cpp
2> z_endgame.cpp
2> z_escort.cpp
2> z_eveninglight.cpp
2> z_fever.cpp
2> z_Hon_DM.cpp
2> z_hostagemode.cpp
2> agtfix.cpp
2> cGameType.cpp
2> ChunkClasses.cpp
2> coltest.cpp
2> CriticalSectionClass.cpp
2> datasafe.cpp
2> HashTemplateKeyClass.cpp
2> HTreeClass.cpp
2> Iterator.cpp
2> LineSegClass.cpp
2> Matrix3.cpp
2> Matrix3D.cpp
2> matrix4.cpp
2> obelfix.cpp
2> ReferencerClass.cpp

2> SysTimeClass.cpp
2> wwmath.cpp
2> z_intro.cpp
2> z_joipa.cpp
2> z_joipa_return.cpp
2> z_lockdown.cpp
2> z_m00.cpp
2> z_m01.cpp
2> z_mediterranean.cpp
2> z_misc.cpp
2> z_nod_invasion.cpp
2> z_prototype.cpp
2> z_reconnaissance.cpp
2> z_ship.cpp
2> z_siege.cpp
2> z_snowwarfare.cpp
2> z_tropical.cpp
2> z_uberaow.cpp
2> z_under_siege.cpp
2> z_zones.cpp
2>    Creating library C:\Games\Command & Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script creations\tt-source-4.0\source\bin\Release SSGM\scripts.lib and object C:\Games\Command & Conquer The First Decade\Command & Conquer Renegade(tm)\Renegade\AAA editing stuff\AAA Scripts and script creations\tt-source-4.0\source\bin\Release SSGM\scripts.exp
2> Generating code
2> Finished generating code
2>LINK : fatal error LNK1123: failure during conversion to COFF: file invalid or corrupt
========== Build: 1 succeeded, 1 failed, 0 up-to-date, 0 skipped ==========