
Subject: Compile error

Posted by [Hammer_FIST](#) on Mon, 13 Sep 2004 20:01:27 GMT

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i keep getting a compile error with ssaow.... can anyone help please?

```
dllmain.obj : error LNK2005: "void __cdecl ConsoleCommand(char *)"
```

```
(?ConsoleCommand@@@YAXPAD>@Z) already defined in AOW.obj
```

```
dllmain.obj : warning LNK4006: "void __cdecl ConsoleCommand(char *)"
```

```
(?ConsoleCommand@@@YAXPAD>@Z) already defined in AOW.obj; second definition ignored
```

```
Creating library Debug/scripts.lib and object Debug/scripts.exp
```

```
Debug/scripts.dll : fatal error LNK1169: one or more multiply defined symbols found
```

Subject: Compile error

Posted by [Dan](#) on Mon, 13 Sep 2004 20:12:00 GMT

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o_O I dont know why that is happening, but its a Linktime error, not compiletime

Subject: Compile error

Posted by [Hammer_FIST](#) on Mon, 13 Sep 2004 20:34:18 GMT

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either way its an error when i try to compile lol

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Posted by [weetbix](#) on Tue, 14 Sep 2004 05:37:54 GMT

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The problem occurs because it's finding two instances of ConsoleCommand in the whole project, one in AOW.cpp and the other in dllmain.cpp.

The way I solved this problem was to comment out the instance in dllmain and add the following to the top of the dllmain.cpp file.

```
#include "AOW.h"
```

However for this to work properly you have to make sure the following code is in AOW.h

```
void ConsoleCommand(char *msg);
```

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Posted by [jonwil](#) on Tue, 14 Sep 2004 07:37:40 GMT

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Assuming this is the latest SSAOW, a better idea is to remove ConsoleCommand altogether. Then add `#include <engine.h>` to the top of both files. Then replace the calls to ConsoleCommand with calls to Console_Input.
