
Subject: GB

Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 11:03:04 GMT

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i did what white dragon and reborn siad about converting the scripts he made into the new ssgb but im still alittle confessed but when i tried to do it i got this

```
----- Rebuild All started: Project: Plugin, Configuration: Release Win32 -----
```

```
Deleting intermediate and output files for project 'Plugin', configuration 'Release|Win32'
```

```
Compiling...
```

```
cl : Command line warning D9040 : ignoring option '/analyze'; Code Analysis warnings are not available in this edition of the compiler
```

```
scripts.cpp
```

```
scriptregistrar.cpp
```

```
scriptfactory.cpp
```

```
mmgr.cpp
```

```
engine_weap.cpp
```

```
engine_threading.cpp
```

```
engine_tdb.cpp
```

```
engine_string.cpp
```

```
engine_script.cpp
```

```
engine_pt.cpp
```

```
engine_player.cpp
```

```
engine_phys.cpp
```

```
engine_obj2.cpp
```

```
engine_obj.cpp
```

```
engine_net.cpp
```

```
engine_math.cpp
```

```
engine_io.cpp
```

```
engine_game.cpp
```

```
engine_dmg.cpp
```

```
engine_diagnostics.cpp
```

```
Compiling...
```

```
engine_def.cpp
```

```
engine_common.cpp
```

```
engine_bhs.cpp
```

```
dllmain.cpp
```

```
plugin.cpp
```

```
gmsettingsclass.cpp
```

```
gmmain.cpp
```

```
gmfunc.cpp
```

```
gmcrate.cpp
```

```
.\gmcrate.cpp(52) : error C2653: 'MDB_SSGM_Crate' : is not a class or namespace name
```

```
.\gmcrate.cpp(52) : error C2065: 'GameObject' : undeclared identifier
```

```
.\gmcrate.cpp(52) : error C2065: 'obj' : undeclared identifier
```

```
.\gmcrate.cpp(52) : error C2448: 'Created' : function-style initializer appears to be a function definition
```

```
.\gmcrate.cpp(71) : error C2653: 'MDB_SSGM_Crate' : is not a class or namespace name
.\gmcrate.cpp(71) : error C2062: type 'int' unexpected
.\gmcrate.cpp(71) : error C2143: syntax error : missing ';' before '{'
.\gmcrate.cpp(71) : error C2447: '{' : missing function header (old-style formal list?)
gmcommandclass.cpp
engine_gm.cpp
date.cpp
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
Build log was saved at "file:///c:/Documents and Settings/Owner/Desktop/SSGM 2.0 WFDS/Plugin
Example Source/Plugin Example Source/tmp/scripts/BuildLog.htm"
Plugin - 8 error(s), 1 warning(s)
===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====
==
```

and idk how to fix it also not this threat will now be for error messegues of this product im not oging to start another thread

Subject: Re: GB
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 12:05:01 GMT
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nvm that above what i did is whats already in plugins i edited source files whats not i added in there as same name as it should be i think thats what they said anyways i wokerd hours and hours on these but now im stuck wit errors i cant seem to fix

plugins

```
----- Rebuild All started: Project: Plugin, Configuration: Release Win32 -----
Deleting intermediate and output files for project 'Plugin', configuration 'Release|Win32'
Compiling...
cl : Command line warning D9040 : ignoring option '/analyze'; Code Analysis warnings are not
available in this edition of the compiler
scripts.cpp
scriptregistrar.cpp
scriptfactory.cpp
mmgr.cpp
engine_weap.cpp
engine_threading.cpp
engine_tdb.cpp
engine_string.cpp
```

```

engine_script.cpp
engine_pt.cpp
engine_player.cpp
engine_phys.cpp
engine_obj2.cpp
engine_obj.cpp
engine_net.cpp
engine_math.cpp
engine_io.cpp
engine_game.cpp
engine_dmg.cpp
engine_diagnostics.cpp
Compiling...
engine_def.cpp
engine_common.cpp
engine_bhs.cpp
dllmain.cpp
plugin.cpp
gmsettingsclass.cpp
gmmain.cpp
gmfunc.cpp
gmcrate.cpp
.\gmcrate.cpp(76) : error C2653: 'MDB_SSGM_Crate' : is not a class or namespace name
.\gmcrate.cpp(76) : error C2065: 'GameObject' : undeclared identifier
.\gmcrate.cpp(76) : error C2065: 'obj' : undeclared identifier
.\gmcrate.cpp(76) : error C2448: 'Created' : function-style initializer appears to be a function
definition
.\gmcrate.cpp(95) : error C2653: 'MDB_SSGM_Crate' : is not a class or namespace name
.\gmcrate.cpp(95) : error C2062: type 'int' unexpected
.\gmcrate.cpp(95) : error C2143: syntax error : missing ';' before '{'
.\gmcrate.cpp(95) : error C2447: '{' : missing function header (old-style formal list?)
gmcommandclass.cpp
engine_gm.cpp
date.cpp
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
Build log was saved at "file:///c:/Documents and Settings/Owner/Desktop/SSGM 2.0 WFDS/Plugin
Example Source/Plugin Example Source/tmp/scripts/BuildLog.htm"
Plugin - 8 error(s), 1 warning(s)
===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====

```

and heres the normal source

kak.cpp
jmgrp2.cpp
jfwzone.cpp
jfwws.cpp
jfwweap.cpp
jfwveh.cpp
jfwsnd.cpp
jfwscr.cpp
jfwpow.cpp
jfwpoke.cpp
jfwobj.cpp
jfwmisc.cpp
jfwhook.cpp
jfwgun.cpp
jfwgame.cpp
jfwdmg.cpp
jfwdef.cpp
jfwcust.cpp
Generating Code...
Compiling...
jfwcine.cpp
gap.cpp
engine_weap.cpp
engine_threading.cpp
engine_tdb.cpp
engine_string.cpp
engine_script.cpp
engine_pt.cpp
engine_player.cpp
engine_phys.cpp
engine_obj2.cpp
engine_obj.cpp
engine_net.cpp
engine_math.cpp
engine_io.cpp
engine_game.cpp
engine_dmg.cpp
engine_diagnostics.cpp
engine_def.cpp
engine_common.cpp
Generating Code...
Compiling...
engine_bhs.cpp
dllmain.cpp
dan.cpp
gmsettingsclass.cpp

gmscripts.cpp

gmmain.cpp

.\gmmain.cpp(669) : error C3861: 'int_stricmp': identifier not found

.\gmmain.cpp(675) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(681) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(687) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(693) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(699) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(705) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(744) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(882) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(918) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(1029) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

.\gmmain.cpp(1065) : error C2664: 'stricmp' : cannot convert parameter 1 from 'const wchar_t *' to 'const char *'

Types pointed to are unrelated; conversion requires reinterpret_cast, C-style cast or function-style cast

gmkeyhook.cpp

gmgame.log.cpp
gmfunc.cpp
gmctf.cpp
gmcrate.cpp
gmcommandclass.cpp
engine_gm.cpp
date.cpp
Generating Code...
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
Build log was saved at "file:///c:/Documents and Settings/Owner/Desktop/SSGM 2.0 WFDS/SSGM
Source/tmp/scripts/debug/BuildLog.htm"
SSGM - 12 error(s), 0 warning(s)
===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====

any ideas?

Subject: Re: GB
Posted by [reborn](#) on Thu, 21 Jun 2007 13:14:27 GMT
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Looks like your missing the identifier in it's header file counter part.

Subject: Re: GB
Posted by [jnz](#) on Thu, 21 Jun 2007 13:54:53 GMT
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You need to pass a char * not a wchar_t * to strcmp.

We cannot fix anything without the source

Subject: Re: GB
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 18:53:55 GMT
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now the heard file are the .h right how can i miss it i copy and paste the whole thing into the plug
in sourci still hja ve no idea

Subject: Re: GB

Posted by [_SSnipe_](#) on Fri, 22 Jun 2007 04:31:19 GMT

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ok heres i think is wher ei put it file anme
engien_gm.cpp

```
const wchar_t *Get_Wide_Translated_Preset_Name(GameObject *obj) {
```

is that where i put that the commands u made me reborn?
beucase im not sure where the chat hook is at in the new source files

Subject: Re: GB

Posted by [Whitedragon](#) on Fri, 22 Jun 2007 04:56:20 GMT

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Looks like you need to include gmcrate.h at the top of gmcrate.cpp. The chat hook is in plugin.cpp with all the other example hooks. Make sure you remove the other example hooks before putting this on your server.

Subject: Re: GB

Posted by [_SSnipe_](#) on Fri, 22 Jun 2007 07:22:50 GMT

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im confussed about the crate stuff still man
