
Subject: SSgm Problem

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 10:41:27 GMT

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if whitedragon or someone can help me find out why my thing wont work i keep getting this after i while i keep editing things or changing things back to default but nothing here error.....

also to note everytime i click on ANY OF THE script header files and ALL OTHR header files it says cannot open file corrupted maybe?

----- 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

.\scripts.cpp(14) : fatal error C1083: Cannot open include file: 'engine.h': No such file or directory

scriptregistrar.cpp

scriptfactory.cpp

mmgr.cpp

c1xx : fatal error C1083: Cannot open source file: '.\mmgr.cpp': No such file or directory

engine_weap.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_weap.cpp': No such file or directory

engine_threading.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_threading.cpp': No such file or directory

engine_tdb.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_tdb.cpp': No such file or directory

engine_string.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_string.cpp': No such file or directory

engine_script.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_script.cpp': No such file or directory

engine_pt.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_pt.cpp': No such file or directory

engine_player.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_player.cpp': No such file or directory

engine_phys.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_phys.cpp': No such file or directory

engine_obj2.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_obj2.cpp': No such file or directory

engine_obj.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_obj.cpp': No such file or directory

engine_net.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_net.cpp': No such file or directory

engine_math.cpp

c1xx : fatal error C1083: Cannot open source file: '.\engine_math.cpp': No such file or directory

engine_io.cpp

```
c1xx : fatal error C1083: Cannot open source file: '.\engine_io.cpp': No such file or directory
engine_game.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_game.cpp': No such file or directory
engine_dmg.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_dmg.cpp': No such file or directory
engine_diagnostics.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_diagnostics.cpp': No such file or
directory
Compiling...
engine_def.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_def.cpp': No such file or directory
engine_common.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_common.cpp': No such file or directory
engine_bhs.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_bhs.cpp': No such file or directory
dllmain.cpp
c1xx : fatal error C1083: Cannot open source file: '.\dllmain.cpp': No such file or directory
plugin.cpp
.\plugin.cpp(26) : fatal error C1083: Cannot open include file: 'engine.h': No such file or directory
gmsettingsclass.cpp
c1xx : fatal error C1083: Cannot open source file: '.\gmsettingsclass.cpp': No such file or directory
gmmain.cpp
c1xx : fatal error C1083: Cannot open source file: '.\gmmain.cpp': No such file or directory
gmfunc.cpp
c1xx : fatal error C1083: Cannot open source file: '.\gmfunc.cpp': No such file or directory
gmcrate.cpp
.\gmcrate.cpp(16) : fatal error C1083: Cannot open include file: 'engine.h': No such file or directory
gmcommandclass.cpp
c1xx : fatal error C1083: Cannot open source file: '.\gmcommandclass.cpp': No such file or
directory
engine_gm.cpp
c1xx : fatal error C1083: Cannot open source file: '.\engine_gm.cpp': No such file or directory
date.cpp
c1xx : fatal error C1083: Cannot open source file: '.\date.cpp': No such file or directory
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 8.00.50727
Copyright (C) Microsoft Corporation. All rights reserved.
BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\engine_gm.sbr': No such file or directory
Build log was saved at "file:///c:/Documents and Settings/Owner/Desktop/Server files/New
Source\Plugin Example Source\Plugin Example Source\tmp\scripts\BuildLog.htm"
Plugin - 31 error(s), 1 warning(s)
===== Rebuild All: 0 succeeded, 1 failed, 0 skipped =====
```

if anyone wants the source files in a zip to see if they can help me fix them please pm me and ill e-mail them 2 u

note i have messed with this for a few hours and cant fix it thats why this is my last resort

Subject: Re: SSgm Problem

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 10:55:36 GMT

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nvm i guess ill just redo them dang....

Subject: Re: SSgm Problem

Posted by [reborn](#) on Tue, 03 Jul 2007 14:35:56 GMT

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Are you copying and editing the .cpp file you are working on outside of the directory where the other files are, then trying to compile it?

Subject: Re: SSgm Problem

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 23:31:34 GMT

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idk i just opened it and edit one cpp fiel then got this o well i already started over by scratch /;

Subject: Re: SSgm Problem

Posted by [Genesis2001](#) on Thu, 05 Jul 2007 03:44:58 GMT

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joe937465 wrote on Tue, 03 July 2007 17:31idk i just opened it and edit one cpp fiel then got this o well i already started over by scratch /;

If you edit the .cpp files directly, you will pretty always get complaints from your compiler when compiling. You need to open the .vcproj file in VC++ and then you have the solution opened and you *shouldn't* get those errors. (This actually hit me just recently I kept wondering why I was getting errors like that when I was trying to edit SSAOW 1.5 a while ago.)

-MathK1LL
