Subject: C++. Need help. Posted by HeavyX101- Left on Thu, 12 Jun 2008 15:00:47 GMT View Forum Message <> Reply to Message

Today i was doing something on c++ and that thing didnt work. Then i deleted that code and stuff and then a builded the project and got errors. Then i tried to uninstall the SSGM source and then try again. No, the errors still show up even if i unstall the source. These are the errors:

Quote:gmcommandclass.obj : error LNK2005: "float cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine\_gm.obj gmcrate.obj : error LNK2005: "float \_\_cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine\_gm.obj gmctf.obj : error LNK2005: "float \_\_cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine\_gm.obj gmfunc.obj : error LNK2005: "float \_\_cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine gm.obj gmgamelog.obj : error LNK2005: "float \_\_cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine gm.obj gmkeyhook.obj : error LNK2005: "float cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine gm.obj gmsettingsclass.obj : error LNK2005: "float cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine\_gm.obj dllmain.obj : error LNK2005: "float \_\_cdecl GetValue(char const \*)" (?GetValue@@YAMPBD>@Z) already defined in engine\_gm.obj

Subject: Re: C++. Need help. Posted by reborn on Thu, 12 Jun 2008 15:07:51 GMT View Forum Message <> Reply to Message

I think you're confusing Get\_Value and GetValue from two different releases on the forum. I honestly think you might be better off trying something easier first. I am by no means one to preach to others, but I know I started off allot smaller then some of the tasks you want to take on. Just be patient and you'll get better.

Subject: Re: C++. Need help. Posted by HeavyX101- Left on Thu, 12 Jun 2008 15:46:41 GMT View Forum Message <> Reply to Message

I'm getting better but i cant seem to fix that error. Do you know how to fix it?

Subject: Re: C++. Need help. Posted by jnz on Thu, 12 Jun 2008 15:56:31 GMT It means the function GetValue isn't defined anywhere in the code.

Subject: Re: C++. Need help. Posted by reborn on Thu, 12 Jun 2008 16:04:57 GMT View Forum Message <> Reply to Message

I'm pretty sure he is trying to call this function:

```
float GetValue(const char* Preset) {
  float VehValue = 0;
```

if (stricmp(Preset,"test") == 0) VehValue = 1; else if (stricmp(Preset,"GDI Harvester MP2") == 0) VehValue = 300; else if (stricmp(Preset,"GDI Harverster MP") == 0) VehValue = 300; else if (stricmp(Preset,"GDI Titan") == 0) VehValue = 700; else if (stricmp(Preset,"GDI Orca") == 0) VehValue = 300; else if (stricmp(Preset,"GDI Orca Bomber") == 0) VehValue = 500; else if (stricmp(Preset,"GDI Orca Bomber") == 0) VehValue = 500; else if (stricmp(Preset,"NOD Harverster MP") == 0) VehValue = 300; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550; else if (stricmp(Preset,"Nod TickTank") == 0) VehValue = 525; else if (stricmp(Preset,"GDI Titan TS") == 0) VehValue = 600; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 550; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 525; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 525; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 200; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 200; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 200; else if (stricmp(Preset,"Nod TickTank TS") == 0) VehValue = 250;

return VehValue;

}

But he seems to be getting really confused.

Subject: Re: C++. Need help. Posted by HeavyX101- Left on Thu, 12 Jun 2008 16:13:48 GMT View Forum Message <> Reply to Message

NOO. Guys, i ve uninstaller every thing and i'm using a new ssgm source. But i tested the new ssgm source and i get those errors when i'm trying to build it.

Subject: Re: C++. Need help. Posted by cnc95fan on Thu, 12 Jun 2008 16:20:29 GMT View Forum Message <> Reply to Message Subject: Re: C++. Need help. Posted by HeavyX101- Left on Thu, 12 Jun 2008 16:43:59 GMT View Forum Message <> Reply to Message

Idk, but i have done this part. http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2 3839

Subject: Re: C++. Need help. Posted by mrãçÄ·z on Thu, 12 Jun 2008 19:22:31 GMT View Forum Message <> Reply to Message

Goto:

Project -> SSGM Prperties -> Configuration Properties -> Linker -> Input

Then add Except.lib. It should look like here:

File Attachments
1) SSGM.JPG, downloaded 448 times

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GGM Property Pages	✓ Platform: Active(Win32	configuration Manager
Common Properties Framework and Reference Configuration Properties General Debugging C/C++ Cinker General Friput Manifest File Debugging System Optimization Embedded IDL Advanced Command Line Manifest Tool SML Document Generator Browse Information Build Events Custom Build Step	Additional Dependencies Ignore All Default Libraries Ignore Specific Library Module Definition File Add Module to Assembly Embed Managed Resource File Force Symbol References Delay Loaded DLLs Assembly Link Resource <b>Additional Dependencies</b>	ws2_32.lib user32.lib except.lib No the link line (ex: kernel32.lib); configuration specific.

## Subject: Re: C++. Need help. Posted by cnc95fan on Thu, 12 Jun 2008 19:29:41 GMT View Forum Message <> Reply to Message

Yes, you probably installed them wrong. Also, it's ironic how your brother is asking to rejoin BFD. Though.. I'm not sure we will let him.

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