
Subject: Recommended development environment?
Posted by [a000clown](#) on Tue, 04 May 2010 21:44:01 GMT
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Just wondering what you guys are compiling Scripts4.0 (and SSGM?) in, seeing how VC++ 2005 express is no longer supported by M\$ and the 2010 version has been out for a few weeks now.

Unfortunately M\$ hasn't updated their SDK compatibility tables yet for the 2010 edition. Also I heard the new support for C++0x could cause problems.

Subject: Re: Recommended development environment?
Posted by [TORN](#) on Tue, 04 May 2010 22:54:53 GMT
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Oh NO. Don't make them have to take any longer. lol

Subject: Re: Recommended development environment?
Posted by [Lone0001](#) on Tue, 04 May 2010 23:12:29 GMT
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Someone asked this before and they said they were using VS 2008.

See this post.

Subject: Re: Recommended development environment?
Posted by [a000clown](#) on Tue, 04 May 2010 23:45:22 GMT
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A year ago down to the day; Just checking if anything has changed

Subject: Re: Recommended development environment?
Posted by [EvilWhiteDragon](#) on Wed, 05 May 2010 09:18:14 GMT
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I know StealthEye switched to VS2010, this is also true for SirKane and I think the same goes for JonWil and Saberhawk, but the latter is a guess.

Subject: Re: Recommended development environment?
Posted by [StealthEye](#) on Wed, 05 May 2010 09:47:57 GMT
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TT indeed switched to VS2010 recently.

Subject: Re: Recommended development environment?

Posted by [CarrierII](#) on Wed, 05 May 2010 10:46:24 GMT

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I thought SaberHawk preferred Notepad++..?!

Subject: Re: Recommended development environment?

Posted by [EvilWhiteDragon](#) on Wed, 05 May 2010 12:11:37 GMT

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Apparently Notepad++ doesn't compile C++ very well.

Subject: Re: Recommended development environment?

Posted by [Jerad2142](#) on Wed, 05 May 2010 14:39:20 GMT

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EvilWhiteDragon wrote on Wed, 05 May 2010 06:11 Apparently Notepad++ doesn't compile C++ very well.

CTRL+A, CTRL+C, CTRL+A, CTRL+V FTW!

>.>

Personally I wasn't a huge fan of how 2010 collapsed blocks (left that extra blank line after the definition) kind of a waste of space, hope they have an option to get rid of that in the final version.

Subject: Re: Recommended development environment?

Posted by [saberhawk](#) on Wed, 05 May 2010 17:27:41 GMT

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CarrierII wrote on Wed, 05 May 2010 06:46 I thought SaberHawk preferred Notepad++..?!

For *shader* development, sure. As for C++, I use Visual Studio + Visual Assist X + custom tools

Subject: Re: Recommended development environment?

Posted by [CarrierII](#) on Wed, 05 May 2010 17:29:10 GMT

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Clarified.

Subject: Re: Recommended development environment?
Posted by [Jerad2142](#) on Wed, 05 May 2010 17:54:29 GMT
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Saberhawk wrote on Wed, 05 May 2010 11:27CarrierII wrote on Wed, 05 May 2010 06:46I thought SaberHawk preferred Notepad++..?!

For *shader* development, sure. As for C++, I use Visual Studio + Visual Assist X + custom tools
Have you made a custom highlighting scheme for Notepad Plus called shader? XD

Subject: Re: Recommended development environment?
Posted by [saberhawk](#) on Wed, 05 May 2010 18:19:18 GMT
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Jerad Gray wrote on Wed, 05 May 2010 13:54Saberhawk wrote on Wed, 05 May 2010 11:27CarrierII wrote on Wed, 05 May 2010 06:46I thought SaberHawk preferred Notepad++..?!

For *shader* development, sure. As for C++, I use Visual Studio + Visual Assist X + custom tools
Have you made a custom highlighting scheme for Notepad Plus called shader? XD

Nah, I just use the C highlighting scheme. It's not perfect, but it's alot better than monocolored text

Subject: Re: Recommended development environment?
Posted by [Jerad2142](#) on Thu, 06 May 2010 19:29:07 GMT
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Saberhawk wrote on Wed, 05 May 2010 12:19Jerad Gray wrote on Wed, 05 May 2010 13:54Saberhawk wrote on Wed, 05 May 2010 11:27CarrierII wrote on Wed, 05 May 2010 06:46I thought SaberHawk preferred Notepad++..?!

For *shader* development, sure. As for C++, I use Visual Studio + Visual Assist X + custom tools
Have you made a custom highlighting scheme for Notepad Plus called shader? XD

Nah, I just use the C highlighting scheme. It's not perfect, but it's alot better than monocolored text
Yeah thats understandable.

Subject: Re: Recommended development environment?
Posted by [Ethenal](#) on Tue, 18 May 2010 20:31:12 GMT
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Sorry for the bump, but since you guys were already discussing it (or at least something close to it)... how the hell do you get scripts 3.4.4 to compile in VS 2010? I made a post in jonwil's sticky in the Mod forum, but that got ignored.

Subject: Re: Recommended development environment?
Posted by [saberhawk](#) on Tue, 18 May 2010 21:07:41 GMT
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Ethenal wrote on Tue, 18 May 2010 16:31 Sorry for the bump, but since you guys were already discussing it (or at least something close to it)... how the hell do you get scripts 3.4.4 to compile in VS 2010? I made a post in jonwil's sticky in the Mod forum, but that got ignored.

I dunno, I haven't tried it myself either.

Subject: Re: Recommended development environment?
Posted by [Ethenal](#) on Tue, 18 May 2010 21:10:30 GMT
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Saberhawk wrote on Tue, 18 May 2010 16:07 Ethenal wrote on Tue, 18 May 2010 16:31 Sorry for the bump, but since you guys were already discussing it (or at least something close to it)... how the hell do you get scripts 3.4.4 to compile in VS 2010? I made a post in jonwil's sticky in the Mod forum, but that got ignored.

I dunno, I haven't tried it myself either.

Sweet, I knew I'd get an answer here. Yeah, I had a feeling nobody had here, but I figured if someone here was using VS 2010 on code that was originally derived from scripts 3.4.4 (as far as I know), they'd have at least run into SOME issues and figured out how to fix them.

Subject: Re: Recommended development environment?
Posted by [saberhawk](#) on Tue, 18 May 2010 22:09:04 GMT
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Here's a set of VS2010 project files for scripts 3.4.4, plus a couple of bugfixes. You will likely need to change the path for the DirectX SDK under the project settings for sdbedit and shaders if you want to compile them. They were also updated to use the latest DirectX SDK version.

File Attachments

1) [3.4.4 VS2010.zip](#), downloaded 208 times

Subject: Re: Recommended development environment?
Posted by [Ethenal](#) on Wed, 19 May 2010 00:31:16 GMT
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Oh wow, thanks a lot!

Not to be ungrateful, but is there a possibility you could explain what would need to be changed to get scripts 3.4.4 to work on '10? The reason I ask is because I'm trying to work on SSGM, and that's just vanilla scripts. However if it was a lot of changes or you don't feel like explaining it I

completely understand.

Thanks for the help!

EDIT: Compiled it and it worked perfectly, not a single warning or error. Extremely appreciated sir!

Subject: Re: Recommended development environment?
Posted by [Gen_Blacky](#) on Thu, 20 May 2010 04:39:37 GMT
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I heard there was scripts 345 coming soon as a vs 2010 project. Is that true. Damn you guys for making us switch lol.

Subject: Re: Recommended development environment?
Posted by [EvilWhiteDragon](#) on Thu, 20 May 2010 17:25:19 GMT
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Mr.NiceGuy wrote on Thu, 20 May 2010 06:39I heard there was scripts 345 coming soon as a vs 2010 project. Is that true. Damn you guys for making us switch lol.
I heard there wouldn't be a scripts 3.4.5
