
Subject: Scripts VC2010 except.lib error
Posted by [Omar007](#) on Thu, 22 Jul 2010 23:23:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I used the files that (if i recall correctly) Saberhawk posted to run scripts in VC2010. The files werent any different from what i did myself but in case i did make a mistake (most unlikely as the files where exactly the same) i just used these anyway.

Though i keep getting 2 errors for both the scripts and shaders projects in the solution.

```
except.lib(unhandld.obj) : error LNK2001: unresolved external symbol __encode_pointer  
except.lib(unhandld.obj) : error LNK2001: unresolved external symbol __encode_pointer
```

Does someone have any idea how to solve these??

Subject: Re: Scripts VC2010 except.lib error
Posted by [saberhawk](#) on Fri, 23 Jul 2010 02:45:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Omar007 wrote on Thu, 22 July 2010 19:23I used the files that (if i recall correctly) Saberhawk posted to run scripts in VC2010. The files werent any different from what i did myself but in case i did make a mistake (most unlikely as the files where exactly the same) i just used these anyway.

Though i keep getting 2 errors for both the scripts and shaders projects in the solution.

```
except.lib(unhandld.obj) : error LNK2001: unresolved external symbol __encode_pointer  
except.lib(unhandld.obj) : error LNK2001: unresolved external symbol __encode_pointer
```

Does someone have any idea how to solve these??

The project files I posted up removed said except.lib; do so also and that problem will go away.

Subject: Re: Scripts VC2010 except.lib error
Posted by [Omar007](#) on Fri, 23 Jul 2010 10:47:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Fri, 23 July 2010 04:45Omar007 wrote on Thu, 22 July 2010 19:23I used the files that (if i recall correctly) Saberhawk posted to run scripts in VC2010. The files werent any different from what i did myself but in case i did make a mistake (most unlikely as the files where exactly the same) i just used these anyway.

Though i keep getting 2 errors for both the scripts and shaders projects in the solution.

```
except.lib(unhandld.obj) : error LNK2001: unresolved external symbol __encode_pointer  
except.lib(unhandld.obj) : error LNK2001: unresolved external symbol __encode_pointer
```

Does someone have any idea how to solve these??

The project files I posted up removed said except.lib; do so also and that problem will go away. I used your files and the except.lib is indeed removed from the project but i still have those errors. I even tried to remove except.lib from the scripts source folder but it cant find the file then.

Subject: Re: Scripts VC2010 except.lib error
Posted by [Sladewill](#) on Fri, 23 Jul 2010 20:48:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

i instantly used my old project :S no errors still with except.lib on

Subject: Re: Scripts VC2010 except.lib error
Posted by [Omar007](#) on Tue, 27 Jul 2010 20:16:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it possible that you guys have changes in engine_common.cpp??
AFAIK it's the only file that calls on except.lib.

Though the project Saberhawk posted doesn't contain engine_common.cpp, so I'm guessing it hasn't changed.

EDIT: I commented lines 192 through 199 and 204 through 206 and it compiles. Though I don't know how this affects the project as a whole
