
Subject: build error

Posted by [T0tNI](#) on Tue, 10 Aug 2010 22:39:50 GMT

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>Creating browse information file...

1>Microsoft Browse Information Maintenance Utility Version 8.00.50727

1>Copyright (C) Microsoft Corporation. All rights reserved.

1>BSCMAKE: error BK1506 : cannot open file '.\tmp\scripts\debug\engine_gm.sbr': No such file or directory

1>Build log was saved at "file:///c:/Westwood\RenegadeFDS\Server\New Folder\tmp\scripts\debug\BuildLog.htm"

1>SSGM - 61 error(s), 0 warning(s)

===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

wtfuxx . D:

Subject: Re: build error

Posted by [saberhawk](#) on Tue, 10 Aug 2010 23:05:01 GMT

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When in doubt, follow these steps:

Build->Clean Solution

Build->Build Solution

That should clear up the issue.

Subject: Re: build error

Posted by [T0tNI](#) on Tue, 10 Aug 2010 23:11:58 GMT

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Thank you saberhawk , sadly their is a new issue that arisen and I can't fix it. I did a little research for it, someone had mentioned it being caused because vista setting the attribute's of "some files" to read only, I'm not familiar with what these file's are .

1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24 referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)" (?Get_Registry_Int@@YAIPBDH@Z)

1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20 referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"

(?Get_Registry_Int@ @YAIPBDH@Z)

1>scripts.dll : fatal error LNK1120: 2 unresolved externals

1>Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/New Folder/tmp/scripts/debug/BuildLog.htm"

1>SSGM - 3 error(s), 0 warning(s)

===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

Subject: Re: build error

Posted by [saberhawk](#) on Tue, 10 Aug 2010 23:24:54 GMT

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This error is caused by an improper installation of the platform SDK. You need to make sure that you follow all steps listed in the FAQ stickied in this forum, specifically the installation of the platform SDK and integration with Visual C++ Express.

Subject: Re: build error

Posted by [Sladewill](#) on Tue, 10 Aug 2010 23:24:59 GMT

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use google, first website said

Advapi32.lib and gdi32.lib u need to include in your linker

Subject: Re: build error

Posted by [T0tNI](#) on Tue, 10 Aug 2010 23:38:37 GMT

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Thank you both for you're time and assistance, I found another method of fixing it.

1>Embedding manifest...

1>Creating browse information file...

1>Microsoft Browse Information Maintenance Utility Version 8.00.50727

1>Copyright (C) Microsoft Corporation. All rights reserved.

1>Build log was saved at "file:///c:/Westwood/RenegadeFDS/Server/New Folder/tmp/scripts/debug/BuildLog.htm"

1>SSGM - 0 error(s), 0 warning(s)

===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped =====

Subject: Re: build error

Posted by [Sladewill](#) on Wed, 11 Aug 2010 02:01:16 GMT

would you like to share this method for anyone else experiencing this problem?

Subject: Re: build error

Posted by [T0tNI](#) on Wed, 11 Aug 2010 02:21:01 GMT

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Quote:Step 4: Update the corewin_express.vsprops file.

One more step is needed to make the Win32 template work in Visual C++ Express. You need to edit the corewin_express.vsprops file (found in C:\Program Files\Microsoft Visual Studio 8\VC\VCProjectDefaults) and

Change the string that reads:

```
AdditionalDependencies="kernel32.lib"
```

to

```
AdditionalDependencies="kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib  
shell32.lib ole32.lib oleaut32.lib uuid.lib"
```

Step 5: Generate and build a Win32 application to test your paths.

In Visual C++ Express, the Win32 Windows Application type is disabled in the Win32 Application Wizard. To enable that type, you need to edit the file AppSettings.htm file located in the folder "%ProgramFiles%\Microsoft Visual Studio 8\VC\VCWizards\AppWiz\Generic\Application\html\1033\".

In a text editor comment out lines 441 - 444 by putting a // in front of them as shown here:

```
// WIN_APP.disabled = true;  
// WIN_APP_LABEL.disabled = true;  
// DLL_APP.disabled = true;  
// DLL_APP_LABEL.disabled = true;
```

Save and close the file and open Visual C++ Express.

From the File menu, click New Project. In the New Project dialog box, expand the Visual C++ node in the Product Types tree and then click Win32. Click on the Win32 Console Application template and then give your project a name and click OK. In the Win32 Application Wizard dialog box, make sure that Windows application is selected as the Application type and the ATL is not selected. Click the Finish button to generate the project.

As a final step, test your project by clicking the Start button in the IDE or by pressing F5. Your Win32 application should build and run.

This was from C_C_guy . I take no credit for any of that credit's to C_C_Guy or whomever the respected people who made that are.
