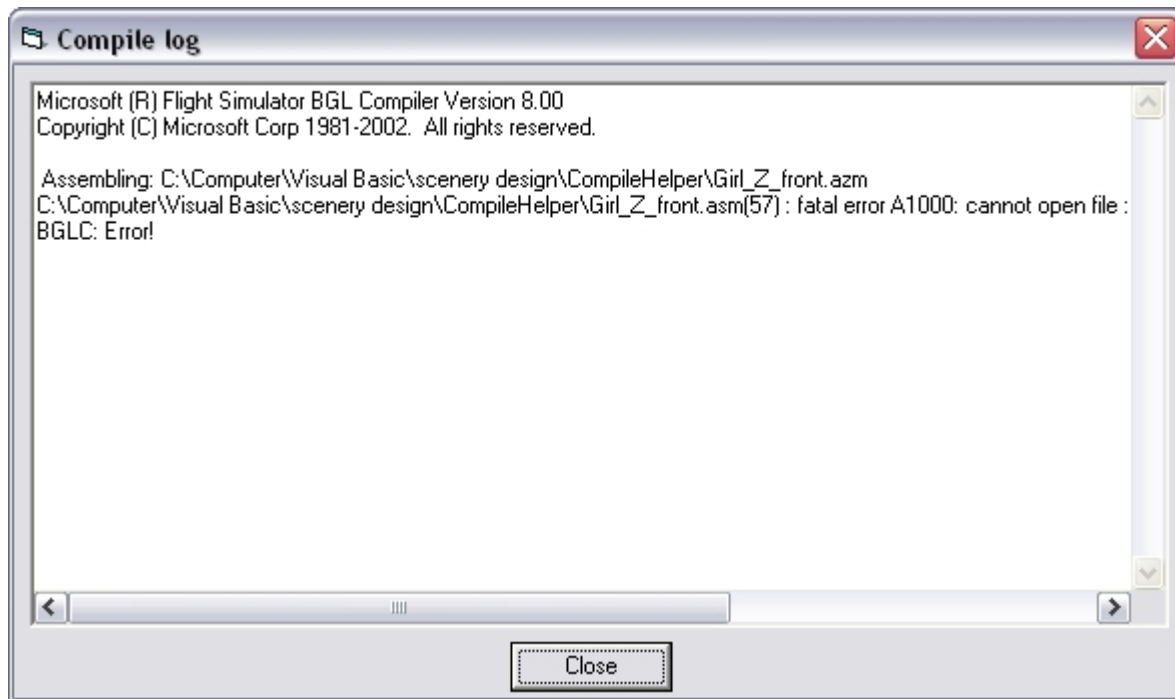


CompileHelper

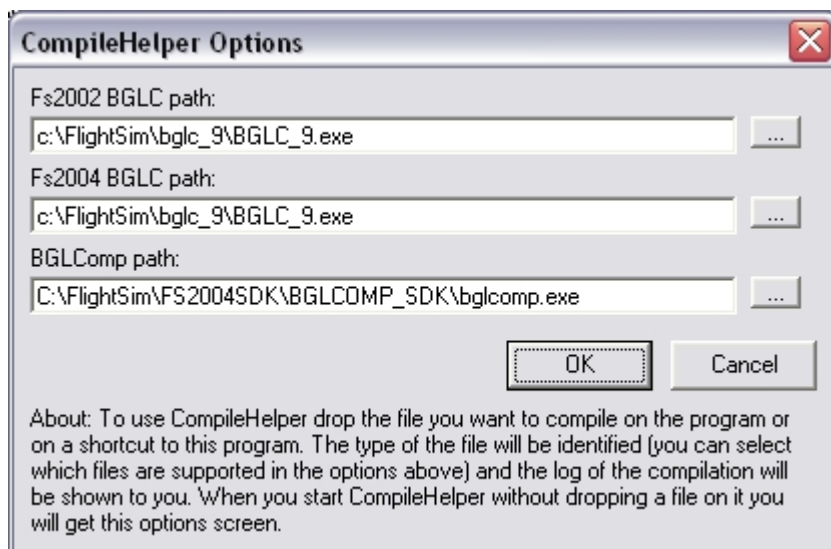
On scenery design forums you often find questions from people who have problems with compiling their XML files or changed ASM source files. Common complaints are that a black windowed flashed shortly after they dropped their source file on the compiler, but no BGL or MDL file shows.

This little tool has been designed to help in the compilation process. When you drop the source file you want to compile (either ASM or XML) on CompileHelper, the output of the compiler will be captured and shown to you. So when an error occurs during the compilation you will be able to see it and hopefully solve it.



The first time you drop a source file on CompileHelper you will be asked to enter the path to the compiler (either BGLC, BGLC_9 or BGLComp). When you drop an ASM file on CompileHelper it will also detect if this file is from the Fs2002 or the Fs2004 gamepack. If it is from the Fs2004 gamepack, a MDL file will be created instead of a BGL file (this is also a common error that happens when you drop an ASM file on BGLC_9).

When you accidentally drop the _0.asm file of GMax on CompileHelper it will also warn you, as you need to compile the other AMS file GMax created.



To install this little tool, just unzip it to a folder of your choice. In this same folder an INI file will also be created to store the paths to the compilers. To make it easier to drop your source files, you could for example make a shortcut to CompileHelper on your desktop or in the folder where you keep your source files.

Support and feedback

If you have problems, questions or suggestions about CompileHelper, please let me know. You can reach me either by email or through the forums of my website SceneryDesign.org.

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- Moved to Wiki and updated for version 1.01 — *[Arno Gerretsen](#) 2006/07/30 18:29*