1>------ Début de la génération : Projet : MBAIv4, Configuration : Debug Win32 ------

1> PrecisionTimer.cpp

1> CrudeTimer.cpp

1> WindowUtils.cpp

1> iniFileLoaderBase.cpp

1>common\misc\iniFileLoaderBase.cpp(9): warning C4305: 'argument' : troncation de 'int' à 'char'

1>common\misc\iniFileLoaderBase.cpp(9): warning C4309: 'argument' : troncation de valeur de constante

1>common\misc\iniFileLoaderBase.cpp(57): warning C4129: ';' : caractère de séquence d'échappement non reconnu

1>common\misc\iniFileLoaderBase.cpp(109): warning C4129: ';' : caractère de séquence d'échappement non reconnu

1> FrameCounter.cpp

1> Cgdi.cpp

1> MessageDispatcher.cpp

1> test\_yield.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_vector\_of\_object.cpp

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1> test\_value\_wrapper.cpp

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1> test\_typetraits.cpp

1>C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\xutility(2227): warning C4996: 'std::\_Copy\_impl': Function call with parameters that may be unsafe - this call relies on the caller to check that the passed values are correct. To disable this warning, use -D\_SCL\_SECURE\_NO\_WARNINGS. See documentation on how to use Visual C++ 'Checked Iterators'

1> C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\xutility(2212) : voir la déclaration de 'std::\_Copy\_impl'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/detail/primitives.hpp(68) : voir la référence à l'instanciation de la fonction modèle '\_OutIt std::copy<const char\*,char\*>(\_InIt,\_InIt,\_OutIt)' en cours de compilation

1> with

1> [

1> \_OutIt=char \*,

1> \_InIt=const char \*

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1> test\_simple\_class.cpp

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1> test\_separation.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_scope.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_policies.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_operators.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_null\_pointer.cpp

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1> test\_lua\_classes.cpp

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1> test\_iterator.cpp

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1> Génération de code en cours...

1> Compilation en cours...

1> test\_implicit\_cast.cpp

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1> test\_held\_type.cpp

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1> test\_has\_get\_pointer.cpp

1> test\_free\_functions.cpp

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1> test\_exceptions.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_def\_from\_base.cpp

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1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

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1> test\_construction.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_const.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> test\_back\_reference.cpp

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1> test\_attributes.cpp

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1> test\_abstract\_base.cpp

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1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1> main.cpp

1> benchmark.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> with

1> [

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1> ]

1>common\luabind\test\benchmark.cpp(47): error C2661: 'luabind::class\_<T>::class\_' : aucune fonction surchargée ne nécessite 2 arguments

1> with

1> [

1> T=A

1> ]

1>common\luabind\test\benchmark.cpp(47): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\test\benchmark.cpp(63): error C3861: 'lua\_dostring' : identificateur introuvable

1>common\luabind\test\benchmark.cpp(73): error C3861: 'lua\_dostring' : identificateur introuvable

1> wrapper\_base.cpp

1>C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\xutility(2227): warning C4996: 'std::\_Copy\_impl': Function call with parameters that may be unsafe - this call relies on the caller to check that the passed values are correct. To disable this warning, use -D\_SCL\_SECURE\_NO\_WARNINGS. See documentation on how to use Visual C++ 'Checked Iterators'

1> C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\xutility(2212) : voir la déclaration de 'std::\_Copy\_impl'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/detail/primitives.hpp(68) : voir la référence à l'instanciation de la fonction modèle '\_OutIt std::copy<const char\*,char\*>(\_InIt,\_InIt,\_OutIt)' en cours de compilation

1> with

1> [

1> \_OutIt=char \*,

1> \_InIt=const char \*

1> ]

1> weak\_ref.cpp

1> stack\_content\_by\_name.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> AccessPolicy=luabind::detail::raw\_access

1> ]

1> scope.cpp

1> ref.cpp

1> pcall.cpp

1> overload\_rep.cpp

1> Génération de code en cours...

1> Compilation en cours...

1> open.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

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1> object\_rep.cpp

1>C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\xutility(2227): warning C4996: 'std::\_Copy\_impl': Function call with parameters that may be unsafe - this call relies on the caller to check that the passed values are correct. To disable this warning, use -D\_SCL\_SECURE\_NO\_WARNINGS. See documentation on how to use Visual C++ 'Checked Iterators'

1> C:\Program Files (x86)\Microsoft Visual Studio 10.0\VC\include\xutility(2212) : voir la déclaration de 'std::\_Copy\_impl'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/detail/primitives.hpp(68) : voir la référence à l'instanciation de la fonction modèle '\_OutIt std::copy<const char\*,char\*>(\_InIt,\_InIt,\_OutIt)' en cours de compilation

1> with

1> [

1> \_OutIt=char \*,

1> \_InIt=const char \*

1> ]

1> link\_compatibility.cpp

1> implicit\_cast.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> find\_best\_match.cpp

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1> error.cpp

1> create\_class.cpp

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1> regex\_wrap.cpp

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1>common\luabind\examples\regexp\regex\_wrap.cpp(48): error C3861: 'lua\_baselibopen' : identificateur introuvable

1>common\luabind\examples\regexp\regex\_wrap.cpp(49): error C3861: 'lua\_strlibopen' : identificateur introuvable

1>common\luabind\examples\regexp\regex\_wrap.cpp(54): error C3861: 'lua\_dofile' : identificateur introuvable

1> intrusive\_ptr.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1>common\luabind\examples\intrusive\_ptr\intrusive\_ptr.cpp(144): error C3861: 'lua\_baselibopen' : identificateur introuvable

1> hello\_world.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

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1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1> glut\_bind.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1>common\luabind\examples\glut\glut\_bind.cpp(14): fatal error C1083: Impossible d'ouvrir le fichier include : 'GL/glut.h' : No such file or directory

1> filesystem.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2780: 'luabind::class\_<T> &luabind::class\_<T>::def(luabind::detail::operator\_<Derived>)' : 1 arguments attendus - 2 fournis

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(1032) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2784: 'luabind::class\_<T> &luabind::class\_<T>::def(luabind::detail::operator\_<Derived>,const Policies &)' : impossible de déduire l'argument modèle pour 'luabind::detail::operator\_<Derived>' à partir de 'const char [7]'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(1022) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2784: 'luabind::class\_<T> &luabind::class\_<T>::def(luabind::constructor<A0,A1,A2,A3,A4,A5,A6,A7,A8,A9>,const Policies &)' : impossible de déduire l'argument modèle pour 'luabind::constructor<A0,A1,A2,A3,A4,A5,A6,A7,A8,A9>' à partir de 'const char [7]'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(900) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2780: 'luabind::class\_<T> &luabind::class\_<T>::def(luabind::constructor<A0,A1,A2,A3,A4,A5,A6,A7,A8,A9>)' : 1 arguments attendus - 2 fournis

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(890) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2780: 'luabind::class\_<T> &luabind::class\_<T>::def(const char \*,F,Default,const Policies &)' : 4 arguments attendus - 2 fournis

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(881) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2780: 'luabind::class\_<T> &luabind::class\_<T>::def(const char \*,F,DefaultOrPolicies)' : 3 arguments attendus - 2 fournis

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(873) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2914: 'luabind::class\_<T>::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(35): error C2784: 'luabind::class\_<T> &luabind::class\_<T>::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/class.hpp(864) : voir la déclaration de 'luabind::class\_<T>::def'

1> with

1> [

1> T=boost::filesystem::path

1> ]

1>common\luabind\examples\filesystem\filesystem.cpp(36): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(36): error C2039: 'native\_file\_string' : n'est pas membre de 'boost::filesystem::path'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/filesystem/path.hpp(56) : voir la déclaration de 'boost::filesystem::path'

1>common\luabind\examples\filesystem\filesystem.cpp(36): error C2065: 'native\_file\_string' : identificateur non déclaré

1>common\luabind\examples\filesystem\filesystem.cpp(37): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(37): error C2039: 'native\_directory\_string' : n'est pas membre de 'boost::filesystem::path'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/filesystem/path.hpp(56) : voir la déclaration de 'boost::filesystem::path'

1>common\luabind\examples\filesystem\filesystem.cpp(37): error C2065: 'native\_directory\_string' : identificateur non déclaré

1>common\luabind\examples\filesystem\filesystem.cpp(38): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(39): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(40): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(41): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(42): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(43): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(45): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(46): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(47): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(48): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(49): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(50): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(51): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(52): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(53): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(54): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(56): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(57): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(58): error C2228: la partie gauche de '.def' doit avoir un class/struct/union

1>common\luabind\examples\filesystem\filesystem.cpp(63): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(63): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(63): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(64): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(64): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(64): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(65): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(65): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(65): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(66): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(66): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(66): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(67): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(67): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(67): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(68): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(68): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(68): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(69): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(69): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(69): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(70): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(70): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(70): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(72): error C2896: 'luabind::scope luabind::def(const char \*,F)' : impossible d'utiliser la fonction modèle 'boost::filesystem::path boost::filesystem::initial\_path(boost::system::error\_code &)' comme argument de fonction

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/filesystem/operations.hpp(591) : voir la déclaration de 'boost::filesystem::initial\_path'

1>common\luabind\examples\filesystem\filesystem.cpp(72): error C2896: 'luabind::scope luabind::def(const char \*,F)' : impossible d'utiliser la fonction modèle 'boost::filesystem::path boost::filesystem::initial\_path(void)' comme argument de fonction

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/filesystem/operations.hpp(589) : voir la déclaration de 'boost::filesystem::initial\_path'

1>common\luabind\examples\filesystem\filesystem.cpp(72): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(72): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(72): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(73): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(73): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(73): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(74): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(74): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(74): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(75): error C2914: 'luabind::def' : impossible de déduire un argument modèle, car l'argument de fonction est ambigu

1>common\luabind\examples\filesystem\filesystem.cpp(75): error C2784: 'luabind::scope luabind::def(const char \*,F)' : impossible de déduire l'argument modèle pour 'type de fonction surchargée' à partir de 'type de fonction surchargée'

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(300) : voir la déclaration de 'luabind::def'

1>common\luabind\examples\filesystem\filesystem.cpp(75): error C2780: 'luabind::scope luabind::def(const char \*,F,const Policies &)' : 3 arguments attendus - 2 fournis

1> C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/function.hpp(293) : voir la déclaration de 'luabind::def'

1> cln\_test.cpp

1>common\luabind\examples\cln\cln\_test.cpp(1): fatal error C1083: Impossible d'ouvrir le fichier include : 'cln/cln.h' : No such file or directory

1> any\_converter.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

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1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

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1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

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1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

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1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

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1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

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1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1> EntityManager.cpp

1> Génération de code en cours...

1> Compilation en cours...

1> BaseGameEntity.cpp

1> FuzzyVariable.cpp

1> FuzzySet\_Triangle.cpp

1> FuzzySet\_Singleton.cpp

1> FuzzySet\_RightShoulder.cpp

1> FuzzySet\_LeftShoulder.cpp

1> FuzzyOperators.cpp

1> FuzzyModule.cpp

1> DebugConsole.cpp

1> Vector2d.cpp

1> Trigger\_WeaponGiver.cpp

1> Trigger\_SoundNotify.cpp

1> Trigger\_HealthGiver.cpp

1> Raven\_WeaponSystem.cpp

1> Raven\_UserOptions.cpp

1> Raven\_TargetingSystem.cpp

1> Raven\_SteeringBehaviors.cpp

1> Raven\_SensoryMemory.cpp

1> Raven\_Map.cpp

1> Raven\_Game.cpp

1> Génération de code en cours...

1> Compilation en cours...

1> Raven\_Door.cpp

1> Raven\_Bot.cpp

1> Raven\_PathPlanner.cpp

1> main.cpp

1> Raven\_Scriptor.cpp

1> GraveMarkers.cpp

1> Raven\_Goal\_Types.cpp

1> Raven\_Feature.cpp

1> Goal\_Wander.cpp

1> Goal\_TraverseEdge.cpp

1> Goal\_Think.cpp

1> Goal\_SeekToPosition.cpp

1> Goal\_SayPhrase.cpp

1> Goal\_NegotiateDoor.cpp

1> Goal\_MoveToPosition.cpp

1> Goal\_MoveToItem.cpp

1>c:\users\maxime\desktop\buckland\_pgaibe\_source\_vc6-vs2010 (1)\vs2010\buckland\_chapter7 to 10\_raven\goals\Goal\_MoveToItem.h(5): fatal error C1083: Impossible d'ouvrir le fichier include : 'Raven\_Goal.h' : No such file or directory

1> Goal\_HuntTarget.cpp

1> Goal\_GetItem.cpp

1> Goal\_FollowPath.cpp

1> Goal\_FindTarget.cpp

1>buckland\_chapter7 to 10\_raven\goals\Goal\_FindTarget.cpp(20): error C2065: 'm\_Status' : identificateur non déclaré

1>buckland\_chapter7 to 10\_raven\goals\Goal\_FindTarget.cpp(23): error C2065: 'm\_Status' : identificateur non déclaré

1>buckland\_chapter7 to 10\_raven\goals\Goal\_FindTarget.cpp(26): error C2065: 'm\_Status' : identificateur non déclaré

1>buckland\_chapter7 to 10\_raven\goals\Goal\_FindTarget.cpp(35): error C2065: 'm\_Status' : identificateur non déclaré

1> Génération de code en cours...

1> Compilation en cours...

1> Goal\_Explore.cpp

1> Goal\_DodgeSideToSide.cpp

1> Goal\_AttackTarget.cpp

1> Goal\_AdjustRange.cpp

1> GetWeaponGoal\_Evaluator.cpp

1> GetHealthGoal\_Evaluator.cpp

1> ExploreGoal\_Evaluator.cpp

1> AttackTargetGoal\_Evaluator.cpp

1> Weapon\_ShotGun.cpp

1> Weapon\_RocketLauncher.cpp

1> Weapon\_RailGun.cpp

1> Weapon\_Blaster.cpp

1> Raven\_Weapon.cpp

1> Raven\_Projectile.cpp

1> Projectile\_Slug.cpp

1> Projectile\_Rocket.cpp

1> Projectile\_Pellet.cpp

1> Projectile\_Bolt.cpp

1> main.cpp

1> Miner.cpp

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

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1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

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1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

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1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

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1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

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1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(542): error C2665: 'boost::operator ==' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(800): peut être 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(809): ou 'bool boost::operator ==<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(738): ou 'bool boost::operator ==(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(750): ou 'bool boost::operator ==(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::basic\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::basic\_access

1> ]

1>C:\Users\Maxime\Desktop\Buckland\_PGAIBE\_Source\_VC6-VS2010 (1)\VS2010\Common\luabind\luabind/object.hpp(543): error C2665: 'boost::operator !=' : aucune des 4 surcharges n'a pu convertir tous les types d'arguments

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(818): peut être 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(const boost::function\_base &,Functor)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(827): ou 'bool boost::operator !=<luabind::detail::basic\_iterator<AccessPolicy>>(Functor,const boost::function\_base &)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access,

1> Functor=luabind::detail::basic\_iterator<luabind::detail::raw\_access>

1> ]

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(744): ou 'bool boost::operator !=(const boost::function\_base &,boost::detail::function::useless\_clear\_type \*)'

1> C:\boost\_1\_57\_0\boost\_1\_57\_0\boost/function/function\_base.hpp(756): ou 'bool boost::operator !=(boost::detail::function::useless\_clear\_type \*,const boost::function\_base &)'

1> lors de la tentative de mise en correspondance de la liste des arguments '(const luabind::detail::basic\_iterator<AccessPolicy>, const luabind::detail::basic\_iterator<AccessPolicy>)'

1> with

1> [

1> AccessPolicy=luabind::detail::raw\_access

1> ]

1> main.cpp

1> Pathfinder.cpp

1> main.cpp

1> TeamStates.cpp

1> SupportSpotCalculator.cpp

1> SteeringBehaviors.cpp

1> SoccerTeam.cpp

1> SoccerPitch.cpp

1> SoccerMessages.cpp

1> SoccerBall.cpp

1> PlayerBase.cpp

1> ParamLoader.cpp

1> main.cpp

1> GoalKeeperStates.cpp

1> Goalkeeper.cpp

1> Génération de code en cours...

1> Compilation en cours...

1> Goal.cpp

1> FieldPlayerStates.cpp

1> FieldPlayer.cpp

1> Vehicle.cpp

1> SteeringBehaviors.cpp

1> Path.cpp

1> ParamLoader.cpp

1> Obstacle.cpp

1> main.cpp

1> GameWorld.cpp

1> MinersWifeOwnedStates.cpp

1> MinersWife.cpp

1> MinerOwnedStates.cpp

1> Miner.cpp

1> main.cpp

1> BaseGameEntity.cpp

1> MinersWifeOwnedStates.cpp

1> MinersWife.cpp

1> MinerOwnedStates.cpp

1> Miner.cpp

1> Génération de code en cours...

1> Compilation en cours...

1> MessageDispatcher.cpp

1> main.cpp

1> EntityManager.cpp

1> BaseGameEntity.cpp

1> MinerOwnedStates.cpp

1> Miner.cpp

1> main.cpp

1> BaseGameEntity.cpp

1> Génération de code en cours...

========== Génération : 0 a réussi, 1 a échoué, 0 mis à jour, 0 a été ignoré ==========