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Thread: [Keep getting this error while compiling GTA IV Mod Menu](#)

RxQueen - July 13, 2015, 8:34 pm

[/quote]Hey all, I keep getting this error from the compiler when trying to compile my GTA IV Mod loader.

Design.c(8): error line: 8 compiler: nested functions are disabled, use -fnested-functions to re-enable

I'm really stumped with this I don't have a clue what's wrong as it's compiling a pre-edited version.

I did not edit the Design.c

I would really appreciate it if someone could help me out with this

Code:

```
/
    Menu core
    by: Herr Muskelprotze

/

void do_menu(void)
{
    if (show_menu)
    {
        float pos_y = start_y;

        draw_title(0.5, 0.05, 0.6, 0.98, s_r, s_g, s_b, 255, MENU_TITLE);

        set_up_draw(3, 0.35, 0.35, 255, 255, 255, 255);
        draw_text("STRING", 0.05, 0.975, footer);

        uint i = 1;
        for (i; i <= item_count; i++){
            r = 255;
            g = 255;
            b = 255;
            a = 255;
            pos_y = pos_y + 0.0375;
            if (item_select == i){
                r = s_r;
                g = s_g;
                b = s_b;
            }
            if (menu[i].type == 1){
                if (menu[i].value){
                    set_up_draw(3, 0.35, 0.35, s_r, s_g, s_b, a);
```

```

    draw_text("STRING", (pos_x + 0.3), pos_y, "On");
}
else{
    set_up_draw(3, 0.35, 0.35, 255, 255, 255, a);
    draw_text("STRING", (pos_x + 0.3), pos_y, "Off");
}
}
if (menu[i].type == 2){
    set_up_draw(3, 0.35, 0.35, s_r, s_g, s_b, a);
    draw_text("STRING", (pos_x + 0.3), pos_y, "(");

    set_up_draw(3, 0.35, 0.35, 255, 255, 255, a);
    draw_number("NUMBR", (pos_x + 0.305), pos_y, menu[i].value);

    set_up_draw(3, 0.35, 0.35, s_r, s_g, s_b, a);
    if (menu[i].value > 99)
        draw_text("STRING", (pos_x + 0.345), pos_y, "");
    else if (menu[i].value > 9)
        draw_text("STRING", (pos_x + 0.33), pos_y, "");
    else
        draw_text("STRING", (pos_x + 0.315), pos_y, "");
}
if (menu[i].type == 3){
    set_up_draw(3, 0.35, 0.35, r, g, b, a);
    draw_text("STRING", pos_x, pos_y,
GET_STRING_FROM_TEXT_FILE(GET_DISPLAY_NAME_FROM_VEHICLE_MODEL(menu[i].value)));
}
else{
    set_up_draw(3, 0.35, 0.35, r, g, b, a);
    draw_text("STRING", pos_x, pos_y, menu[i].item_name);
}
}
}

```

///Buttons

```

if (IS_BUTTON_JUST_PRESSED(0, DPAD_UP)){
    if (item_select == 1){
        item_select = item_count;
    }
    else item_select--;
}
else if (IS_BUTTON_JUST_PRESSED(0, DPAD_DOWN)){
    if (item_select == item_count){
        item_select = 1;
    }
    else item_select++;
}
else if (IS_BUTTON_JUST_PRESSED(0, DPAD_RIGHT) && menu[item_select].type == 2){
    if (menu[item_select].value == menu[item_select].maxval)
        menu[item_select].value = 1;
    else

```

```

    menu[item_select].value += 1;
}
else if (IS_BUTTON_JUST_PRESSED(0, DPAD_LEFT) && menu[item_select].type == 2){
    if (menu[item_select].value == 1)
        menu[item_select].value = menu[item_select].maxval;
    else
        menu[item_select].value -= 1;
}
else if (IS_BUTTON_JUST_PRESSED(0, BUTTON_A)){
    if (menu[item_select].action){
        menu_functions();
    }
    else{
        uint i = 1;
        for (i; i <= item_count; i++){
            menu[i].action = false;
            menu[i].type = 0;
        }
        last_selected[menu_level] = item_select;
        menu_level++;
        menu_setup();
        item_select = 1;
    }
}
else if (IS_BUTTON_JUST_PRESSED(0, BUTTON_B)){
    if (menu_level > 0){
        uint i = 1;
        for (i; i <= item_count; i++){
            menu[i].action = false;
            menu[i].type = 0;
        }
        menu_level--;
        item_select = last_selected[menu_level];
        menu_setup();
    }
    else menu_shutdown();
}

}
else if (IS_BUTTON_PRESSED(0, BUTTON_X) && IS_BUTTON_JUST_PRESSED(0,
DPAD_LEFT))
{
    menu_startup();
}
}

```

TheComet - July 13, 2015, 10:13 pm

Have you tried reading the error message and adding -fnested-functions to the compiler options?

Kantos - July 13, 2015, 10:15 pm

Please enclose code using the code tags.

Secondly, the error message is telling you exactly what's wrong (even though I don't see any

nested functions in the code). If that's the entire file, try removing the 'void' from the parameters in the do_menu definition. If there's actually a nested function, then do what TheComet said and compile using -fnested-functions