Subject: Re: Add Scripts
Posted by raven on Thu, 06 Dec 2007 22:36:52 GMT

The SSGM source doesnt need to be in the FDS folder..

When you download SSGM, there is a .zip file in it called SSGM Source.zip.. extract that and open SSGM.sln. MS VC++ will open up and you will able to edit the source. Make your edits and build the source. You will then notice scripts.dll inside the directory that SSGM.sln was in. Copy this to your FDS directory overwriting the old version.