Subject: Re: How to set up a build environment for compiling the scripts.dll
Posted by jnz on Thu, 20 Mar 2008 18:16:06 GMT
View Forum Message <> Reply to Message

For anyone creating SSGM plugins, there is a slight bug in them.

1) In plugin.cpp in plugin_unload: remove "delete ObjectHookStruct;"

2) In the same function, add: "DestroyEngineMath();"