
Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [Ethenal](#) on Mon, 05 Jan 2009 23:41:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

wittebolx wrote on Mon, 05 January 2009 08:10look at the .NET framework
ive got a 64bit to, everything works
scripts.dll doesn't use the .NET framework in any way.
