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Subject: Re: Scripts/TT.dll/SSGM APIs  
Posted by [jnz](#) on Sat, 20 Jun 2009 05:35:42 GMT  
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HTT-Bird wrote on Sat, 20 June 2009 02:19^^

Also, I heard that the new SSGM will have a plugin mechanism that actually works as it ought to. Is this true?

You'd have to define "works as it ought to", the current ssgm works. It's just bloated and crashy.

HTT-Bird wrote on Sat, 20 June 2009 02:19  
Finally, who's coding on SSGM these days?  
Moi, but I'm trying to get Reborn to do some too.

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