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Subject: Re: SSGM2

Posted by [reborn](#) on Wed, 24 Jun 2009 11:08:23 GMT

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HTT-Bird wrote on Tue, 23 June 2009 21:28: One major question about the current plugin mechanism: can you write a plugin without dragging half of SSGM in?

Depends on what you classify as SSGM. The API is a culmination of many peoples scripts. However the Plug-in does not use the SSGM scripts if that's what you mean. It provides several sample hooks for you to use.

Just have a go...

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