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Subject: Re: [Server] SSGM 2.0.3

Posted by [Ethenal](#) on Thu, 24 Jun 2010 21:47:29 GMT

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Omar007 wrote on Thu, 24 June 2010 16:30I actually ment the ported SSGM

Or atleast the files that changed.

You cant go and merge all differences, since 3.4.1 is different at some points due to changes that where made in the scripts itself (without SSGM).

So if you did merge all the files you might have put some leaks or w/e back in 3.4.4 which makes it pretty much 3.4.1 again

So i hope you payed attention to what you merged??

Yeah, because most of SSGM is separate from scripts. There's relatively few things changed by SSGM in the scripts code itself, but there were a few structs and miscellaneous things that changed... not too difficult to fix. I'm not sure where my SSGM 3.4.4 version is, but I remember that it compiled and worked perfectly fine in Renegade, so.

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