Subject: Re: [Server] SSGM 2.0.3
Posted by trooprm02 on Fri, 25 Jun 2010 16:38:02 GMT

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nopol10 wrote on Fri, 25 June 2010 06:02and then solve the errors that occurred from there

Well I guess that would make sense, but it depends on the work load or its even possible (the scripts are pretty picky when it comes to compatibility, ex: except.lib in VS2010)