Subject: Re: [Server] SSGM 2.0.3
Posted by Ethenal on Fri, 25 Jun 2010 16:48:23 GMT
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nopol10 wrote on Fri, 25 June 2010 06:02I've ported SSGM to 3.4.4 as well for my RP2 server
and all I did was put in the new 3.4.4 source into the SSGM project, replacing the stuff on the way
and then solve the errors that occurred from there. I'm not sure if I still have the pure 3.4.4 +
SSGM code lying around but I'll post it if I find it.
That's exactly what I did, and shit, mine didn't even have compile errors because I was very
thorough in doing it. I don't see why you people think it's so difficult.