
Subject: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [zunnie](#) on Tue, 21 Sep 2010 13:18:10 GMT

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So i upgraded to Visual Studio 2010 only to find there were a dozen errors xD

I got a couple of fixes from SaberHawk and also from reborn
These two projects are now compatible with VS2010

The compiled dll's go into /bin/debug/scripts.dll

Leveledit's Scripts 3.4.4: <http://forums.mp-gaming.com/index.php?act=attach&type=post&id=4114>

SSGM 2.0.2.4: <http://forums.mp-gaming.com/index.php?act=attach&type=post&id=4332> *note:
Plugins may not be compatible.

Have fun!

Edit: Gotto address a bug in SSGMs project that causes a crash :/

Edit2: Ok, it appears that PLUGINS are not compatible when compiled with VS2010... Anyone
who wants a copy of the SSGM source for VS2010 anyway then contact me..
