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Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [Ethenal](#) on Wed, 20 Oct 2010 04:26:53 GMT

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saberhawk wrote on Fri, 01 October 2010 09:00Ethenal wrote on Thu, 30 September 2010

17:26zunnie wrote on Tue, 21 September 2010 08:18

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..

It's because they're compiled with a different version of C++. If you get the source for the plugins and then compile them with 2010 as well, they'll work fine. However, that means any plugin that is closed source (plenty of them) are useless.

That's not really the issue with the plugins; basically the problem is because SSGM's public interface is "infected" with std classes (which was a bad design decision in my opinion). Standard library classes are subject to change between compiler versions and that's exactly what happened here. :/

Ohh, I thought it was related to the code used for loading DLLs changing between each version of the compiler, and therefore becoming incompatible with each other. Well, nevermind then.

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