Subject: Re: How to setup a Visual Studio 2010 SSGM plugin?
Posted by saberhawk on Sun, 10 Jul 2011 19:01:53 GMT
View Forum Message <> Reply to Message

halo2pac wrote on Sat, 09 July 2011 22:37saberhawk wrote on Sat, 09 July 2011 16:19I don't have a VS2010 plugin solution handy, but I do have some knowledge about the problem. The SSGM built off scripts 3.x uses std:: classes in the plugin interface. The problem with that is that said classes aren't guaranteed to stay the same between different compiler versions. When you write code that uses them and it's only for "internal" code (ie not a public plugin interface you expect other people to write plugins with) and you make sure to compile everything using the same compiler version, it's fine. This is known as the "fragile binary interface problem". If you compile everything (SSGM and every plugin you use) with VS2010, the problem is avoided.
So the SSGm built on 2005/8 will not work with a plugin built off 2010?

Will scripts 4 have an SSGm + plugins in vs 2010?

Nope, it won't. SSGM compiled with VS2005 needs plugins with compiled VS2005, SSGM compiled with VS2008 needs plugins compiled with VS2008, etc. The same issue can even apply with updates released for VS because the standard library can change.

4.0 has a new SSGM that doesn't suffer from this problem because it doesn't use std::* in the plugin interface, but plugins will need to be updated to support the new interface.