
Subject: Re: Issue with inline assembler DLL function call

Posted by [jonwil](#) on Wed, 03 Oct 2012 00:48:06 GMT

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We have run into this problem before in scripts, the simple answer is that you cant call a function that's imported from another dll inside an ASM block (at least we never found such a way)
Thats why the HookupAT3x function exists in all the SSGM plugins.
