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Subject: Re: A complete newbies guide to writing their first TT plug-in

Posted by [danpaul88](#) on Sat, 01 Feb 2014 14:34:14 GMT

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It depends what solution you're using... if it's just a solution for a single SSGM plugin then all it's going to build is that plugin. If it's a modified version of the generic scripts solution, don't forget that the .dll file goes into a different folder than the .lib file (from what I recall).

Stallion wrote on Sat, 01 February 2014 04:05

I wish there was a tutorial on how do deal with this

It's generally assumed that people writing their own plugins have at least a basic understanding of how Visual Studio works and can understand how the project configuration files work and how to tell where things get built to.

There's nothing "special" about the script solution, so the same rules that apply to any other VC++ project apply to this one.

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