
Subject: Scripts.dll/ssgm plugins on x64 systems
Posted by [Genesis2001](#) on Sun, 04 Jan 2009 05:28:10 GMT
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When I compile my ssgm plugin on my computer (x86/32bit) it does great. When I compile it on a dedicated box (x64), it gives me LOTS of errors

Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [saberhawk](#) on Sun, 04 Jan 2009 05:32:32 GMT
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Zack wrote on Sat, 03 January 2009 23:28When I compile my ssgm plugin on my computer (x86/32bit) it does great. When I compile it on a dedicated box (x64), it gives me LOTS of errors

Said dedicated box likely does not have a proper build environment hooked up. Just use the binaries you compile on your computer, Renegade is all 32bit anyways.

Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [wittebolx](#) on Mon, 05 Jan 2009 14:10:42 GMT
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look at the .NET framework
ive got a 64bit to, everything works

Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [Ethenal](#) on Mon, 05 Jan 2009 23:41:59 GMT
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wittebolx wrote on Mon, 05 January 2009 08:10look at the .NET framework
ive got a 64bit to, everything works
scripts.dll doesn't use the .NET framework in any way.

Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [danpaul88](#) on Tue, 06 Jan 2009 09:14:24 GMT
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Are you using the Express editions of Visual Studio? If so make sure you install the Microsoft Platform SDK, and ensure that Visual Studio knows where to find the include and library files. There's a sticky topic called 'Setting up a build environment for compiling scripts.dll' or something similar which contains links to the necessary files and a link to an article explaining how to setup Visual Studio so it knows where to find the files.

Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [ErroR](#) on Tue, 06 Jan 2009 09:27:20 GMT
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can someone please add the stealth wireframe shaders.dll to this one

Subject: Re: Scripts.dll/ssgm plugins on x64 systems
Posted by [Genesis2001](#) on Thu, 08 Jan 2009 18:16:49 GMT
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danpaul88 wrote on Tue, 06 January 2009 02:14Are you using the Express editions of Visual Studio? If so make sure you install the Microsoft Platform SDK, and ensure that Visual Studio knows where to find the include and library files. There's a sticky topic called 'Setting up a build environment for compiling scripts.dll' or something similar which contains links to the necessary files and a link to an article explaining how to setup Visual Studio so it knows where to find the files.

The version on the server is the Team Suite 2008. I've made the necessary changes to engine_common.cpp. Though I still got a crap load of errors

EDIT: And on my computer, I run Professional 2008 ^_^ if that's needed, lol
