
Subject: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [zunnie](#) on Tue, 21 Sep 2010 13:18:10 GMT

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So i upgraded to Visual Studio 2010 only to find there were a dozen errors xD

I got a couple of fixes from SaberHawk and also from reborn

These two projects are now compatible with VS2010

The compiled dll's go into /bin/debug/scripts.dll

Leveledit's Scripts 3.4.4: <http://forums.mp-gaming.com/index.php?act=attach&type=post&id=4114>

SSGM 2.0.2.4: <http://forums.mp-gaming.com/index.php?act=attach&type=post&id=4332> *note:
Plugins may not be compatible.

Have fun!

Edit: Gotto address a bug in SSGMs project that causes a crash :/

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..

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [reborn](#) on Tue, 21 Sep 2010 13:49:03 GMT

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Amazing!

People have been asking for this, you delivered!

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [zunnie](#) on Tue, 21 Sep 2010 13:50:43 GMT

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With a lil help from you and SaberHawk

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [troopr02](#) on Tue, 21 Sep 2010 17:40:13 GMT

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thanks!

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [Ethenal](#) on Thu, 30 Sep 2010 21:26:49 GMT

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zunnie 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.

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [halo2pac](#) on Fri, 01 Oct 2010 03:43:03 GMT

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FDSCComm was built in VS 2010

You basically just remove the inherited includes.

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [zunnie](#) on Fri, 01 Oct 2010 07:34:53 GMT

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Ethenal wrote on Thu, 30 September 2010 17:26zunnie wrote on Tue, 21 September 2010 08:18

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Ah i see. Nice to know.

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [saberhawk](#) on Fri, 01 Oct 2010 14:00:11 GMT

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Ethenal wrote on Thu, 30 September 2010 17:26zunnie wrote on Tue, 21 September 2010 08:18

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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. :/

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects
Posted by [jonwil](#) on Sat, 02 Oct 2010 23:02:56 GMT
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Which is why the new SSGM does NOT use standard library classes for anything.

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects
Posted by [T0tNI](#) on Sun, 17 Oct 2010 00:49:00 GMT
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eh, their is no gmmain in the source how exactly are you supposed to add chat hook's

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects
Posted by [reborn](#) on Sun, 17 Oct 2010 07:06:13 GMT
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This is a release of the client scripts.dll project, not SSGM.

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects
Posted by [Gen_Blacky](#) on Sun, 17 Oct 2010 19:59:46 GMT
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reborn wrote on Sun, 17 October 2010 02:06This is a release of the client scripts.dll project, not SSGM.

Title " Visual Studio 2010 SSGM202+Scripts344 Projects "

HarHar wrote on Sat, 16 October 2010 19:49eh, their is no gmmain in the source how exactly are you supposed to add chat hook's

Zunnie said "Anyone who wants a copy of the SSGM source for VS2010 anyway then contact me.."

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects
Posted by [reborn](#) on Sun, 17 Oct 2010 20:42:26 GMT

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Gen_Blacky wrote on Sun, 17 October 2010 15:59reborn wrote on Sun, 17 October 2010 02:06This is a release of the client scripts.dll project, not SSGM.

Title " Visual Studio 2010 SSGM202+Scripts344 Projects "

I know, but after he made the thread he realised that things got a bit messed up with SSGM, so he removed the download link.

Despite what the thread title says, it is only a release of 3.4.4, the client scripts.dll.

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

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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.

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects
Posted by [zunnie](#) on Thu, 21 Oct 2010 19:23:43 GMT

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I'm not at home now, i'll upload the source somewhere asap and repost the link to it.

I should be at home later tonight, not 100% sure..
If not, then later this week.

Greetz zunnie

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [zunnie](#) on Sat, 23 Oct 2010 16:06:42 GMT

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I won't be at home until Tuesday late night next week, sorry

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [zunnie](#) on Tue, 26 Oct 2010 20:54:50 GMT

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<http://forums.mp-gaming.com/index.php?act=attach&type=post&id=4332>

There ya go...

Subject: Re: Visual Studio 2010 SSGM202+Scripts344 Projects

Posted by [trooprm02](#) on Wed, 27 Oct 2010 04:33:42 GMT

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zunnie wrote on Tue, 26 October 2010

15:54<http://forums.mp-gaming.com/index.php?act=attach&type=post&id=4332>

There ya go...

Thanks
