
Subject: Re: How do you make plugins for ssgm?
Posted by [AoBfrost](#) on Mon, 09 Jul 2007 05:00:45 GMT
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so nothing will go wrong from having similar coding in the scripts.dll and plugin.dll? well ok!
Sounds good to me, since i didnt edit gmscripts.h should i include it into ssgm plugin.dll? or screw
it and leave it in script.dll
