
Subject: Re: Help with SSAOW mult. weap. char.
Posted by [reborn](#) on Sat, 24 Nov 2007 06:42:42 GMT

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Double click the file called "SSGM.sln" in the folder. This will open up the development environment. In your solution explorer you need to open up a file called "gama.in.cpp". I would place the code with all the other chat hooks (they can be found near the bottom of the file).

To link and compile the code (which will produce a new .dll file in your folder for you to use on your server) just hit f7, or go to build->build solution.
