RFraven wrote on Thu, 06 December 2007 15:36The SSGM source doesnt need to be in the FDS folder..

When you download SSGM, there is a .zip file in it called SSGM Source.zip.. extract that and open SSGM.sln. MS VC++ will open up and you will able to edit the source. Make your edits and build the source. You will then notice scripts.dll inside the directory that SSGM.sln was in. Copy this to your FDS directory overwriting the old version.

I highly recommend you change the extension from ".dll" to ".bak" or similar. This way you can easily revert back incase you need to.

Also, to help you develop for Scripts.dll/SSGM, you'll want to attach the debugger of Visual Studio to server.dat (the process when the server is running). This'll detect any crashes from the server and pinpoint the location of the crash to the line number the crash occured..

~MathK1LL