Hey guys, i was reading though this:
HEREThe plugin system in SSGM is designed to allow users to easily create and share their own scripts.dll server side mods.

Take, for example, two modifications created by editing the SSGM source. The first mod adds minor base defenses to some
maps and the second adds a !buyweap command. Now by themselves these two mods work fine, but what if someone wanted to use
both mods on their server? They would have to edit the source, something that most people wouldn't know how to do, and
combine the two mods together. And then what if a new version of SSGM was released? The mods would have to be remade with the
new version.
Now, look at the same two mods as SSGM plugins. Since the mods are no longer edits of the main source and instead
seperate files they can be loaded together with no changes required. The plugins would also work with newer versions of
SSGM.

Now that you know WHY you should make your mods as plugins; let's get on to HOW you do it.

Included in the SSGM download is the source of an example plugin. It includes the base script classes, all engine functions
from the normal scripts, and all SSGM classes and functions.

The example plugin source includes examples for doing many things, such as using the SettingsLoader class to load settings
from an ini file, using the ChatCommandClass class to implement ingame chat commands, and using the various bhs.dll hooks.

To rename your plugin on windows right click on "Plugin" in VS2005 and go to Properties > Linker > General > Output file.
To rename your plugin on linux edit the "compile-rh7.sh" and "compile-rh8.sh" files. Note: Do NOT remove "-RH73" or "-RH8"
from the plugin name.
You will also need to edit the PluginName and PluginVersion defines in plugin.h.
So, i made a plugin called msg.dll and added 01=msg.dll in ssgm.ini (under [Plugins])
But i seems to have some problems. When i run the server, my server crashes after it is loaded. Here is what it says:

# File Attachments