
Subject: Re: C++ error

Posted by [saberhawk](#) on Sat, 13 Dec 2008 22:14:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can't. SK's code which you blindly copied and modified works only on the client as a RenderObject using alot of code that SSGM simply doesn't have access to. Due to the client side nature of the code, even if SSGM did have access to that code, it wouldn't be able to actually *do* anything because the server is not your client.
