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Subject: Re: Scripts.dll/ssgm plugins on x64 systems  
Posted by [saberhawk](#) on Sun, 04 Jan 2009 05:32:32 GMT  
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Zack wrote on Sat, 03 January 2009 23:28 When I compile my ssgm plugin on my computer (x86/32bit) it does great. When I compile it on a dedicated box (x64), it gives me LOTS of errors

Said dedicated box likely does not have a proper build environment hooked up. Just use the binaries you compile on your computer, Renegade is all 32bit anyways.

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