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Subject: Scripts error help

Posted by [Xpert](#) on Mon, 16 Mar 2009 00:18:31 GMT

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Okay. So yesterday, I started getting back into C++ after 3-4 long years of being away from it.

I already went through all the crap of compiling the scripts.dll to get no errors, etc...

So I place the scripts.dll into the server (unmodified might I add), it loads fine. When I go to add SSGM plugins to the ssgm.ini and start the server, the problems begin.

It always crashes the server when the map loads. But when I take out the SSGM plugins, it works fine.

(Also the plugins I was testing out were reborn's rtc.dll and pointsdistribution.dll)

Any idea why it crashes on plugin loads?

Aren't the compiled scripts suppose to be the same? Because when I revert back to the scripts.dll thats already compiled and up for download from SSGM, it works fine.

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