
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [reborn](#) on Wed, 12 Aug 2009 12:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I guess you opened them in notepad or something?

Basically, what you should be doing is opening the solution file (.sln). This file opens with visualstudio.net2005 (which you need to install).

You can find out how to install a free version here:

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=3> 415

Using visual studio, you can browse the relevant .ccp and .h files alot easier. Once you have made your changes and you are happy with them (you seem to do done this already), you can compile the source code (hit f5). This will then produce the compiled .dll file in the working folder of the source code.
