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Subject: Re: [Server] SSGM 2.0.3

Posted by [nopol10](#) on Fri, 25 Jun 2010 11:02:17 GMT

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I've ported SSGM to 3.4.4 as well for my RP2 server and all I did was put in the new 3.4.4 source into the SSGM project, replacing the stuff on the way and then solve the errors that occurred from there. I'm not sure if I still have the pure 3.4.4 + SSGM code lying around but I'll post it if I find it.

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