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Subject: Re: How to setup a Visual Studio 2010 SSGM plugin?

Posted by [saberhawk](#) on Sat, 09 Jul 2011 20:19:13 GMT

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I don't have a VS2010 plugin solution handy, but I do have some knowledge about the problem. The SSGM built off scripts 3.x uses std:: classes in the plugin interface. The problem with that is that said classes aren't guaranteed to stay the same between different compiler versions. When you write code that uses them and it's only for "internal" code (ie not a public plugin interface you expect other people to write plugins with) and you make sure to compile everything using the same compiler version, it's fine. This is known as the "fragile binary interface problem". If you compile everything (SSGM and every plugin you use) with VS2010, the problem is avoided.

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