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

Posted by [iRANian](#) on Sun, 10 Jul 2011 19:23:27 GMT

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Registering chat commands (which uses an std::vector interface) with a plugin compiled with VS2008 on the stock SSGM (that's compiled with VS2005) crashes the FDS, dunno about any other issues.

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