
Subject: SSGM Version 2.0.2

Posted by [Whitedragon](#) on Sun, 05 Aug 2007 07:35:13 GMT

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Minor bug fix version.

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Quote:

Version 2.0.2:

- Change: The "New settings detected and loaded!" message will now include the INI file that the settings were loaded from. This was done so that plugins using the SettingsLoader class will display a different message than SSGM when new settings are found.

- BugFix: Mission maps spelled with a lowercase m will no longer be detected as an unknown mod.

- BugFix: Fixed an exploit in the crate system.

Subject: Re: SSGM Version 2.0.2

Posted by [IronWarrior](#) on Sun, 05 Aug 2007 13:33:15 GMT

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Cool.

Subject: Re: SSGM Version 2.0.2

Posted by [Hex](#) on Sun, 05 Aug 2007 14:55:22 GMT

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Same as 2.0.1..

The Objects.gm is not in it

Subject: Re: SSGM Version 2.0.2

Posted by [reborn](#) on Sun, 05 Aug 2007 16:01:16 GMT

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It doesn't use an objects.gm file.

Subject: Re: SSGM Version 2.0.2

Posted by [Hex](#) on Sun, 05 Aug 2007 18:42:57 GMT

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me bad

Subject: Re: SSGM Version 2.0.2
Posted by [jindrak2](#) on Sat, 15 Sep 2007 09:29:40 GMT
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Nice update

i tried to compile your source code with "Visual C++ 2005 Express Edition" but i got 2 errors.
Perhaps that u can help me

```
engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24  
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"  
(?Get_Registry_Int@@YAIPBDH>@Z)
```

```
engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20  
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"  
(?Get_Registry_Int@@YAIPBDH>@Z)
```

```
scripts.dll : fatal error LNK1120: 2 unresolved externals
```

Subject: Re: SSGM Version 2.0.2
Posted by [Gen_Blacky](#) on Wed, 19 Sep 2007 21:31:42 GMT
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nm
