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

Posted by [halo2pac](#) on Mon, 04 Jul 2011 22:26:29 GMT

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Hey guys, I recently built a new rig, and had to reinstall all of my programs.

I cant seem to get any plugin for ssgm working on VS 2010.

I have the windows sdk and all the necessary requirements installed and the linkage, and includes setup properly.

I think it may be due to splitting the program files from the main HD to a secondary one.

Does anyone have a work VS 2010 SSGM plugin solution I can see?

Thanks much

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

Posted by [iRANian](#) on Mon, 04 Jul 2011 22:38:39 GMT

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Hmm, are you getting compilation errors or does the FDS crash when you run them? If it's the second it means you need to recompile SSGM and all your plugins under VS2010, it's because SSGM was compiled with an earlier version of VS and they include different standard library files that can conflict with each other.

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

Posted by [snazy2000](#) on Tue, 05 Jul 2011 20:23:51 GMT

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Every plugin i complile in VS2010 doesnt get reconsided in FDS, you get error loading plugin?? but i can run the Scripts ssgm in vs2010 fine with the one zunie made

[http://www.renegadeforums.com/index.php?t=msg&goto=438059&rid=23535&srch=visual+studio+2010#msg\\_438059](http://www.renegadeforums.com/index.php?t=msg&goto=438059&rid=23535&srch=visual+studio+2010#msg_438059)

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

Posted by [halo2pac](#) on Wed, 06 Jul 2011 01:26:09 GMT

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First time I couldn't get it to compile because of a double import somewhere, second time it compiled but SSGM said the plugin "failed to load".

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The link didn't help, I needed the plugin solution not the scripts solution.. but thanks anyways.

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

Posted by [Dave Anderson](#) on Wed, 06 Jul 2011 04:27:45 GMT

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It's been really long, but this mentions SSGM, but I'm not sure if that's what you're looking for.

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

Posted by [halo2pac](#) on Thu, 07 Jul 2011 01:31:46 GMT

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That's the first place I went when I tried to fix this

Did not help though

Could anyone try compiling a blank plugin and post the 2010 solution? I would greatly appreciate it since I'm trying to release FDSCComm 0.6 but I cant debug it since I haven't worked on it in 5 months and this is a new rig.

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

Posted by [Dave Anderson](#) on Thu, 07 Jul 2011 04:55:03 GMT

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Hit me up on Skype, email me, or whatever; a blank copy (I have no idea where to get the files and am working on many things right now), and I will try to help

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

Posted by [halo2pac](#) on Fri, 08 Jul 2011 04:14:37 GMT

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Hey Dave I know you have a lot on your plate so don't worry about it.. there has to be like 10 people here with VS 2010 Plugin solutions who might see this. I appreciate your help very much though

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

Posted by [Dave Anderson](#) on Fri, 08 Jul 2011 05:06:52 GMT

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By the way, I'm making BitFlex open source by the end of the month.

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

Posted by [snazy2000](#) on Fri, 08 Jul 2011 16:49:45 GMT

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Dave Anderson wrote on Thu, 07 July 2011 22:06By the way, I'm making BitFlex open source by the end of the month.

Yey

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

Posted by [halo2pac](#) on Fri, 08 Jul 2011 22:13:06 GMT

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snazy2000 wrote on Fri, 08 July 2011 12:49Dave Anderson wrote on Thu, 07 July 2011 22:06By the way, I'm making BitFlex open source by the end of the month.

Yey

Double yay!

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

Posted by [iRANian](#) on Sat, 09 Jul 2011 22:28:58 GMT

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Yeah, like I said in the first reply. It apparently isn't that.

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

Posted by [halo2pac](#) on Sun, 10 Jul 2011 05:37:05 GMT

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saberhawk wrote on Sat, 09 July 2011 16:19 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.

So the SSGm built on 2005/8 will not work with a plugin built off 2010?

Will scripts 4 have an SSGm + plugins in vs 2010?

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

Posted by [saberhawk](#) on Sun, 10 Jul 2011 19:01:53 GMT

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halo2pac wrote on Sat, 09 July 2011 22:37 saberhawk wrote on Sat, 09 July 2011 16:19 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. So the SSGm built on 2005/8 will not work with a plugin built off 2010?

Will scripts 4 have an SSGm + plugins in vs 2010?

Nope, it won't. SSGM compiled with VS2005 needs plugins with compiled VS2005, SSGM compiled with VS2008 needs plugins compiled with VS2008, etc. The same issue can even apply with updates released for VS because the standard library can change.

4.0 has a new SSGM that doesn't suffer from this problem because it doesn't use std::\* in the plugin interface, but plugins will need to be updated to support the new interface.

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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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