**Subject: Re: Scripts.dll/ssgm plugins on x64 systems**
Posted by Genesis2001 on Thu, 08 Jan 2009 18:16:49 GMT
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danpaul88 wrote on Tue, 06 January 2009 02:14Are you using the Express editions of Visual Studio? If so make sure you install the Microsoft Platform SDK, and ensure that Visual Studio knows where to find the include and library files. There's a sticky topic called 'Setting up a build environment for compiling scripts.dll' or something similar which contains links to the necessary files and a link to an article explaining how to setup Visual Studio so it knows where to find the files.

The version on the server is the Team Suite 2008. I've made the necessary changes to engine_common.cpp. Though I still got a crap load of errors

EDIT: And on my computer, I run Professional 2008 ^_^ if that's needed, lol