reborn wrote on Wed, 24 June 2009 06:08HTT-Bird wrote on Tue, 23 June 2009 21:28One major question about the current plugin mechanism: can you write a plugin without dragging half of SSGM in?

Depends on what you classify as SSGM. The API is a culmination of many peoples scripts. However the Plug-in does not use the SSGM scripts if that's what you mean. It provides several sample hooks for you to use.

Just have a go...
The sample plugin drags in several headers and .cpp files that are part of SSGM itself.