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Subject: Re: Converted to 2.9.2

Posted by [QoQn00b](#) on Sun, 11 Feb 2007 08:46:31 GMT

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Well apparently I can't edit the post so I have to reply...

I just thought I should add that I can use the DDE function, which is in aow.cpp, to send functions ingame. I just get no messages, like X killed X in the FDS console.

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