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Subject: Re: SSGm Script Question

Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 20:17:37 GMT

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ok so add that include into the the cpp file that im editig? ok

then add the code fill in my command and rest of it along with my commands and crap

then fill out the mod.txt

now where is this mod.txt file at? or has to be att?

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