Subject: Re: SSGm Script Question
Posted by futura83 on Sat, 07 Jul 2007 20:26:26 GMT

joe937465 wrote on Sat, 07 July 2007 21:17ok 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?

You are honestly asking where it should be at?

Im not a coder, and i know that it would go in the same directory as the compiled program, unless otherwise stated in the code...