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Subject: Re: Why add in a PKG? Why not just temp anyways?

Posted by [Jerad2142](#) on Sat, 18 Aug 2007 16:32:16 GMT

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Also .pkg allows you to modify the armor.ini, surfaceeffects.ini, camera.ini, and others (note: before you make a .pkg you should read up on how to fix the zero bug).

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