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Subject: costume kill ssgm.

Posted by [Distrbd21](#) on Sun, 27 May 2012 11:50:22 GMT

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I have the playerkilllog set to 1 like ssgm says, but the costume kill message still wont be used instead of the default ones.

Am I forgetting something?

I have the 2.0.2X version of ssgm.

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