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Subject: Re: [SSGM 4.0 Plugin] VeteranSystem ALPHA  
Posted by [ExEric3](#) on Sat, 09 Jun 2012 21:15:07 GMT  
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iRANian wrote on Sat, 09 June 2012 23:13try adding

```
#include "PhysicalGameObj.h"
```

to the top of the file

Done. Thx.

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