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Subject: How can I loop over all weapon definitions?  
Posted by [iRANian](#) on Fri, 06 Jul 2012 13:24:50 GMT  
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Get\_First\_Definition() and Get\_Next\_Definition() from SSGM 2.0.2 don't work anymore, I need to be able to edit all the definition of all weapons loaded in the preset file. Too lazy to do this by hand.

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