
Subject: Re: Dragonade 1.0

Posted by [Gen_Blacky](#) on Thu, 15 Nov 2012 08:20:06 GMT

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very nice!!! Whitedragon does it again.

Quote:Truthfully, I wasn't happy with the way SSGM turned out; it was very disorganized, being based on a codebase stretching back to 2003 originally created with no planning or organization.

agreed
