
Subject: Re: [SSGM 4.1 Plugin] AI Dialogue
Posted by [jonwil](#) on Tue, 29 Jul 2014 13:19:16 GMT
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BTW the reason Find_Conversation(const char *Conversation_Name) doesn't work is that you are using the wrong addresses for it.

This should help
RENEGADE_FUNCTION
ConversationClass *ConversationMgrClass::Find_Conversation(const char *)
AT2(0x006D6C30,0x006D64D0);
