
Subject: Re: [SSGM 4.1 Plugin] AI Dialogue
Posted by [dblaney1](#) on Wed, 07 Oct 2015 21:27:11 GMT
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jonwil wrote on Wed, 07 October 2015 14:22 Still using the wrong addresses for
ConversationClass *ConversationMgrClass::Find_Conversation(const char *) I see...

Oh I'll fix that. That function wasn't being used at all in the code so I never really touched it. I may make a few tweaks to use it if I can find some ways to improve it.
