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Subject: Re: SSGM, previously SSAOW, Version 2.0  
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:01:22 GMT  
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There aren't actually any required changes to the objects file. I made sure that any script attaching and any preset changes were done in scripts.dll so people could use their old objects file. The only changes to the one included here is that I cleaned it up by removing some unneeded scripts.

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