
Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [reborn](#) on Thu, 21 Jun 2007 08:08:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for clearing that up Whitedragon, thats a real nice effort =]

And joe.. the code i changed in ssaow 1.5 for you is also present in ssgm, you just havn't found it yet.

But take WhiteDragon's advice, build any mods into a plugin. This is the way foward and will be much easier for people to share that way. There is an example plugin included, it should be quite easy to create a small plugin with the changes you wanted. It wil lalso make things clearer for other people viewing your source code.