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Subject: Re: Importing Preset Library

Posted by [reborn](#) on Thu, 21 Jun 2007 18:48:24 GMT

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SSGM has not modified the objects file from SSAOW 1.5 in anyway other then removing some scripts that where not needed.

Meaning that you can just use your objects file from SSAOW 1.5 and just rename it to objects.gm without breaking any features from SSGM. This is incredibly helpful in my opinion. =]

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