
Subject: Re: SSGM Version 2.0.1

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 04:52:00 GMT

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woot i got an idea u guys should MAKE a level edit tool becuase i have to edit a already made objects file and lets say if i HAD to remake it on another objects file it would be cool if a program scan for changes and add ons and just did it to the other one instead of me guessing what was edited
