
Subject: Re: Another SSGM Question

Posted by [_SSnipe_](#) on Mon, 09 Jul 2007 08:42:22 GMT

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1)ty now how aobut if i have to add another set of commands using a diffrenet txt file?

2)or is hex code better for ssgm?

3) Quote: And in the registrants the 0 should be a 1 since the commands require at least 1 parameter, the player's nick that it's being used on.

that part i dont get
