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Subject: Re: Another SSGM Question

Posted by [dead6re](#) on Mon, 09 Jul 2007 10:57:17 GMT

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Whitedragon wrote on Mon, 09 July 2007 04:30And 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.

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