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Subject: Re: Beacon

Posted by [AoBfrost](#) on Tue, 10 Jul 2007 04:43:08 GMT

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Level edit's presets help alot for characters, vehicles, objects, and animations, i used to ask whats the preset for this and that, now i search level edit and never asked again.

tips

editing ssaow

main function is in aow.cpp

editing ssgm

main function is gmscripts.cpp

editing crates

ssaow:crates.cpp

ssgm: gmcrates.cpp

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