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Subject: Re: Question on level edit start spawn  
Posted by [Xpert](#) on Tue, 09 Sep 2008 00:29:35 GMT  
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I'm trying to avoid using the SSGM spawner setting. There are presets that are longer than 24 characters that I want to use. SSGM only permits a 24 character preset. Characters like Havoc, Sakura, Raveshaw, Kane, etc are more than 24 characters.

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