Subject: Re: Jonwil's Leveledit patch
Posted by StealthEye on Fri, 13 Feb 2009 11:49:57 GMT

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Only thing we (BlackIntel, without -) had to do with SSAOW was some port from an older scripts.dll version to a newer version afaik. Best change it to Black-Cell indeed. You can add a "ported by BlackIntel" comment for some of them perhaps, but frankly I don't even know which one(s) we ported...