
Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by [halo2pac](#) on Thu, 24 Mar 2011 21:19:23 GMT
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EvilWhiteDragon wrote on Wed, 23 March 2011 04:22
You could write new plugins for SSGM4.0...
It's just that old plugins will need to be updated/rewritten to work with the new interface.

I'm happy then.
