

---

Subject: Re: Dragonade 1.1

Posted by [danpaul88](#) on Sun, 31 Mar 2013 10:07:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Rather than modifying the scripts.dll source and making it stuck to a specific version of SSGM, why not move the functionality into an SSGM plugin?

---