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Subject: Re: Dragonade 1.1

Posted by [Ethenal](#) on Sun, 31 Mar 2013 16:37:33 GMT

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danpaul88 wrote on Sun, 31 March 2013 05:07 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?

Believe me I know what you mean since I merged the 4.0 final files with the RC1 files in this build by hand, but I don't think he could get away with half the changes he makes in an SSGM plugin.

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