
Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by [jonwil](#) on Wed, 19 Feb 2014 19:57:32 GMT

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FYI, the reason that particular setting wasn't working was due to an issue where if you had SSGM running, it would override the setting set in LE with the default. Its now been fixed to always use the setting set in LE unless you set GDISpawnChar and NodSpawnChar in ssgm.ini to override it.
