Subject: objects .gm
Posted by Gen_Blacky on Fri, 17 Aug 2007 02:12:11 GMT
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whats the best objects version to use for ssgm

objects.aow from ssaow 1.5 or another version

Edit: Whats the best version to modify so nothing is broken in ssgm

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Subject: Re: objects .gm
Posted by Gen_Blacky on Sat, 18 Aug 2007 01:59:33 GMT
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Any 1 know ?

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Subject: Re: objects .gm
Posted by Whitedragon on Sat, 18 Aug 2007 02:10:21 GMT
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SSGM does not require a certain objects file to work. You can use a modified one from 1.5 or a modified stock objects file, it won't matter.

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Subject: Re: objects .gm
Posted by Gen_Blacky on Sat, 18 Aug 2007 02:18:32 GMT
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o ok

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Subject: Re: objects .gm
Posted by A1steaksa on Tue, 21 Aug 2007 13:17:06 GMT
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Ever Wana Make a pointer for you'r computer? well now you can!
go to http://www.sibcode.com/cursor-editor/index.htm to get THE COOLEST Program In The World

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Subject: Re: objects .gm
Posted by Sn1per74* on Tue, 21 Aug 2007 13:44:33 GMT

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A1steaksa wrote on Tue, 21 August 2007 08:17Ever Wana Make a pointer for you'r computer? well now you can!
go to http://www.sibcode.com/cursor-editor/index.htm to get THE COOLEST Program In The World
Go away.

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Subject: Re: objects .gm
Posted by Gen_Blacky on Tue, 21 Aug 2007 16:09:28 GMT

Sn1per74* wrote on Tue, 21 August 2007 08:44A1steaksa wrote on Tue, 21 August 2007 08:17Ever Wana Make a pointer for you'r computer? well now you can!
go to http://www.sibcode.com/cursor-editor/index.htm to get THE COOLEST Program In The World
Go away.

Yes please

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