Subject: Re: Question on level edit start spawn
Posted by jonwil on Tue, 09 Sep 2008 06:22:19 GMT
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The presets used are actually hardcoded in the exe file. The reason for the 24 character limit is because that how long the strings in the exe are (which is what SSGM changes).

For scripts.dll 4.0, we will be changing things so that the characters can be set via an engine call (inside tt.dll) and can be set to strings of any length.