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## Mass import from local zip ?

Posted by kuato - 2008/07/23 13:18

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Hi, is there any way to mass import games using a locally hosted zip as a source ? :huh: , i mean when the source file is already uploaded.

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## Re:Mass import from local zip ?

Posted by pragma - 2008/07/24 08:11

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Not yet, but its a good idea.

Post it in the feature requests forum, and include some details on how you would like to see it work.

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