Subject: Re: 2 SSGM Plugins released
Posted by Hex on Tue, 04 Sep 2007 08:38:23 GMT
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Updated to 1.4

Fixed a bug were the disk would not respawn if the ememy picked it up.
added amount left required to rebuild the defences

I'd like to say thank you to Daniel (RoShamBo), James (dead6re) and Lee (pvtschlag) for certain parts of code used in this plugin and bug fixes

File Attachments
1) SSGM_Defences_1.4.rar, downloaded 227 times