
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [Prulez](#) on Thu, 30 Apr 2009 08:35:54 GMT

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reborn wrote on Thu, 30 April 2009 01:52I've updated the download link on the original post to contain this link, here. It should of fixed the page problem you mentioned about buildings falling below half health. !hstatus worked fine for me, perhaps you was not the commander at the time? This update also means the explanation messages are not repeated continuously if there are no players in the server.

Working excellent.

About the hstatus thing.. I just found out there's no harv on the map I tested it on

Excellent once again, Reborn. Thanks!
