Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 29 Jul 2009 11:28:26 GMT

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I cannot read crash dumps, but it is probably due to the way the chat hook works for getting the play name, based on part of there name.
When and if I ever get the time to re-visit any plug-in that uses that functionality that I released, I will go bacl and fix them all, and re-release them as 1.1 or whatever...
However, I am extremely busy for a while.