Subject: Re: Points fix for friendly fire
Posted by reborn on Wed, 14 Apr 2010 21:39:42 GMT
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Version 1.1 takes the format of 0 for Nod and 1 for GDI.

However, I totally forgot that SSGM had this feature in SSGM.ini.
However, if you diasbled it in SSGM.ini by selecting -1, then the plugin should work.

I do not have time to fix it if it doesn't, and to be fair I never would of written it into the plugin if I had remembered SSGM had the exact same feature.

If the plugin version doesn't work, then just use the 1.0 version and the SSGM settings.