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Subject: Re: SSGM, previously SSAOW, Version 2.0  
Posted by [reborn](#) on Thu, 21 Jun 2007 08:25:07 GMT  
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There's a few additions to the chat hook.

Also I showed him how to add a couple of lines to m00\_grant\_powerup::killed to create an explosion if the preset is a hotwire/tech, I don't know whether he included that or not.

The crate manager you created too I altered slightly so that it didn't destroy the object if there was one in the last 180 seconds.

But pretty much just a bunch of additions to the existing chat hook.

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