
Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sat, 21 Jul 2007 02:44:09 GMT
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Fantastic, Whitedragon just told me there is actually a function that I can call to make the change to the object.

In other words, the next release will not need an objects file at all.

I still have no clue why the LFDS does not load the objects file, whether it is my plug-in or just the LFDS, I really know embarassingly little about linux. But whatever, next version will work for linux too and will not need an objects file.
