
Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Sat, 21 Jul 2007 15:49:48 GMT

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OK, I have fixed the win32 version so it removes the second dead turret when you revive it. The plug-in was working fine, just as Zunnie pointed out, SSGM creates a dead turret too when one is killed.

I also used a function that WD pointed out to remove the need for the objects.gm file completely, so this is now removed.

I have sent a message to Whitedragon and asked if he might kindly create the linux version, which should mean that linux version will now work too and put up for download soon.

The direct link for the new win32 version is:

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.1_Base_Defence_Plug-in_win32.zip

However when Whitedragon (if he kindly agrees) has finished the linux build, then I will get both downloads on game-maps and post a link here.
