
Subject: Re: Veteran Plugin.

Posted by [wittebolx](#) on Sun, 18 May 2008 11:04:25 GMT

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NR doesnt have a Vet system.

as reborn explained, this is a c++ script, so just add the script into SSGM Source and compile it.
if you not sure how to add those scripts then ask on the DCOM forum.

<http://forums.dcomproductions.net/viewforum.php?f=46>

good luck
