
Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by [reborn](#) on Sun, 19 Apr 2009 00:14:15 GMT
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That's pretty cool. Can I suggest that maybe for !ping <playername> you use try to get part of there name and base it on that? So that !ping reb0 might work...

Nice effort man, congrats on the release!
