
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [Gen_Blacky](#) on Thu, 07 May 2009 06:13:45 GMT
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if the player was a commander and changed teams it will still say that the player is the commander for that team he was originally on. The commander proxie aura doesn't work in 1.1, worked in 1.0 ,its set on in the .ini. When the agt reports damage it says the damage is like 5984565464

ExEric3 wrote on Tue, 28 April 2009 11:01It's incompatible with Resurrection.

But nice work dude.

I use rr works fine.
