

---

Subject: Re: Invincible buildings

Posted by [YazooGang](#) on Wed, 22 Jul 2009 06:17:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nightma12 wrote on Wed, 22 July 2009 00:53requires scripts.dll mod though! im trying to avoid that.. and so far ive done Mutation without a single Scripts.dll edit

its all .idd, objects and an NR plugin

What language is NR? and is it same coding as the ssgm stuff?

---