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Subject: Re: [Plug-in] SSGM2.02 Ping Plugin  
Posted by [ExEric3](#) on Wed, 22 Jul 2009 22:26:35 GMT  
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Nightma12 wrote on Wed, 22 July 2009 20:29 Why code this when both BR \*AND\* NR include these features by default?

Seems a bit redundant and reinventing the wheel?

Well for BR some times display wrong values. Always higher ping like in game. Dunno if its average ping or what. But yeah this is much faster.

Its good plugin for people which using another regulators. Like CloudyServ.

Miklo wrote on Wed, 22 July 2009 21:06 in nr dont work ,,,

This plugin or ping in NR?

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