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Subject: Re: Height

Posted by [reborn](#) on Mon, 07 Sep 2009 08:15:30 GMT

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The new Game Manager will not have the limitations that SSGM 2.02 has, and will not have to use the crappy method of telling if someone is falling or not that I have utilised. The implementation is alot better, it's more an insult than anything else to even ask for the way I have done it to be included.

I will however release a small modified SSGM 2.02 version which addresses the issue for the interim period. I don't like doing it though really, SSGM isn't mine, it's WhiteDragon's/Black-cell's, plus some people have already modified there SSGM version and will not appreciate it being released in this manor. I suppose if I make the release, but in the readme explain how I did it, the people with existing modified SSGM versions can apply the changes to there own solution.

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