
Subject: Re: SSGM Plug-in Console Commands
Posted by [raven](#) on Mon, 07 Sep 2009 09:44:42 GMT
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andr3w282 wrote on Sun, 06 September 2009 14:42jnz wrote on Sun, 06 September 2009 13:07Ethenal wrote on Sun, 06 September 2009 18:52Who, as you have seen, would prefer to hoard it for themselves.

I have released a lot of code, including the said console command stuff. Including hooks for damage/chat/bunch of other stuff, and what did I get for that? lol you take a guess, because now I no longer release any code if I can. That is why I made Hooks.dll

Oh, and...

cAmpa wrote on Sun, 06 September 2009 19:04Hex wrote on Sun, 06 September 2009 20:02Ethenal wrote on Sun, 06 September 2009 18:52bunch of morons

Ethenal wrote on Sun, 06 September 2009 18:52dickheads.

Why thank you

^^ this