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Subject: Re: [Server] SSGM 2.0.3

Posted by [trooprm02](#) on Thu, 24 Jun 2010 03:11:21 GMT

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Well, Im sure most people will agree their usefulness (ie: none) was not as important as blocking the ability for people to jump off a cliff/wall/building at any height and not take damage, so I removed them.

Reborn released a plugin to do just this, but I just disabled the code within SSGM itself rather than having to load an additional plugin.

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