
Subject: Re: [Scripts] Modified SSGM (2.0.2X)
Posted by [Xpert](#) on Sun, 03 Oct 2010 04:58:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Thu, 30 September 2010 01:25

Latest Unofficial Version: 2.0.2-X by Xpert

Code provided by the original Dragonade mod created by WhiteDragon and vloktboky respectively.

It also includes code released by reborn for use of SSGM plugins. A majority of his plugins have been combined into SSGM itself. Additional code from the Atomix-Gaming Renegade servers (www.atomix-gaming.net).

Re-read that again for me, will ya? Not once have I claimed it to be my "own" work except me modifying it. Go figure. The code isn't a secret. There's source everywhere even dated back to the old dragonade mods. It's a matter of converting it into what SSGM is now. I also have source to Adad's mod from Gz0ne, not that it's any of your business.

On top of that, reborn is being generous to the public bringing that code back to life with source aswell. You have 2 options, you either download it, or don't download it. Until then, get your head out of your ass.

And 1 more thing, it's "a lot" not "alot". I get so sick of that shit.
