Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by halo2pac on Sat, 07 Jan 2012 06:19:28 GMT

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Generalcamo wrote on Thu, 05 January 2012 19:23You could set the plugin to do "zero" damage to the buildings after the command is put in to fix the bug.
I second that. Give it a try.

Also try a net update of some sort if that doesnt work.