Subject: Re: [SSGM 4.0 Plugin] FlamingC4Prevention
Posted by Xpert on Sat, 09 Jun 2012 20:03:11 GMT

View Forum Message <> Reply to Message

Uploaded the plugin to Beta 5. I haven't tested it but it should work. All I did was change things like Is_C4 to As_C4GameObj() so that it accepts it.

EDIT: Removed file. Look at Iran's first post.