Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Distrbd21 on Wed, 13 Jun 2012 04:56:37 GMT
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shaitan wrote on Tue, 12 June 2012 20:40It would error after beta 5, same style as the others. So I was guessing the names were changed like the other affected plugins. Thanks dist, will try it out.

<Edit> Thank you for the quick update Dist, it works like a charm. I can now kill all sorts of shit and revive them.

NP mate, I'm gonna go deeper into the plugin and see what I can't do about custom Buildings, will let you know when I do.