
Subject: Re: AirStrike ported to 4.0
Posted by [Ethenal](#) on Tue, 17 Jul 2012 17:32:40 GMT
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This is actually pretty cool, I remember seeing this airstrike plugin when he released it but I never personally used it. Hopefully some more people will use it.

I do find it entertaining that you renamed this to DSG even though you didn't change a SINGLE line of code in the actual airstrike files other than renaming the reb_airstrike to DSG_airstrike. Sounds like "porting" to me. (there is a different Get_Random_Building function, but someone else made that)
