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Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command

Posted by [roszek](#) on Thu, 06 Nov 2014 04:52:41 GMT

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Xpert wrote on Wed, 05 November 2014 20:22 They set it to Protected. I don't know why. They changed a lot of functions to protected or private. I just changed the scripts back to public. I don't see it breaking anything.

Here's my 4.1 one. It works as long as you have VehiclesDestroyed in public.

Yeah that fixes it, thanks.

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