Subject: Re: [SSGM 4.0 Plugin] NoC4DefuseOnLeave
Posted by jonwil on Fri, 10 Feb 2017 20:44:58 GMT

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Nice plugin. One thing though, you dont need (and for various reasons shouldn't be using) that ASM block in there. Just do C4->Owner = obj; (or whatever) and the scripts code will do the rest thanks to our implementation of ReferencerClass::operator=