

---

Subject: Re: [SSGM 4.0 Plugin] NoC4DefuseOnLeave  
Posted by [dblaney1](#) on Sun, 12 Feb 2017 00:47:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Fixed a few more things in regarding restoring c4 to a player when the server reuses a previous players Player ID. Also fixed some of the logging stuff in dac4beacon.cpp that wasn't working correctly in the last one I posted. The names needed to be WideStringClass not StringClass.

You can download the updated ones here.

[http://www.renegadeforums.com/index.php?t=msg&goto=491990&#msg\\_num\\_4](http://www.renegadeforums.com/index.php?t=msg&goto=491990&#msg_num_4)

---