
Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0
Posted by [Gen_Blacky](#) on Sun, 30 Apr 2017 20:01:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

It works calling On_Revived. Mine is not doing anything differently. Only to check if you are using scripts rev 6983 or higher before calling On_Revived()
