
Subject: Re: SSGM plug-in release; Base Defence
Posted by [reborn](#) on Wed, 08 Aug 2007 11:06:04 GMT

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Below is a link to the latest builds of both win32 and linux, source included.
This should fix any problems on the linux build, and also has improved code thanks to white dragon ().

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.2_Base_Defence_Plug-in_LFDS.zip

http://www.mp-gaming.com/reborn/coderelease/SSGM_2.0.2_Base_Defence_Plug-in_win32.zip

Will be put on <http://www.game-maps.net> soon, and also <http://www.black-cell.net>
