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Subject: Re: 2 SSGM Plugins released

Posted by [Hex](#) on Tue, 04 Sep 2007 08:38:23 GMT

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Updated to 1.4

Fixed a bug were the disk would not respawn if the enemy picked it up.  
added amount left required to rebuild the defences

I'd like to say thank you to Daniel (RoShamBo), James (dead6re) and Lee (pvtschlag) for certain parts of code used in this plugin and bug fixes

### File Attachments

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1) [SSGM\\_Defences\\_1.4.rar](#), downloaded 252 times

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