
Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA
Posted by [Genesis2001](#) on Sun, 19 Apr 2009 04:24:34 GMT
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havoc9826 wrote on Sat, 18 April 2009 10:16: Actually, BC's commander was picked by randomly choosing between any identified mods, and then between any VIPs if there were no identified mods (for those of you who don't know, you could hide your mod status in BC until you wanted to /r !identify). Stats had nothing to do with this one, but people who played better were more often voted commander.

Edit: Here's the link to the archive.org backup of the BC Wiki. Should make things a bit easier.

http://web.archive.org/web/20071223085235rn_1/wiki.black-cell.net/index.php/Main_Page

/me pokes black-cell's wiki to be restored
