
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [reborn](#) on Tue, 28 Apr 2009 16:31:52 GMT
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The plug-in was tested on three servers, one of them went live with over 30 players and they never had this problem.
Their sole purpose was to test it for bugs and deliberately try to break it. It's very strange that you're experiencing this.

Can you provide concise detailed info in this please?
