
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [reborn](#) on Thu, 07 May 2009 18:36:45 GMT

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Gen_Blackx wrote on Thu, 07 May 2009 02:13if the player was a commander and changed teams it will still say that the player is the commander for that team he was originally on. The commander proxie aura doesn't work in 1.1, worked in 1.0 ,its set on in the .ini. When the agt reports damage it says the damage is like 5984565464

ExEric3 wrote on Tue, 28 April 2009 11:01It's incompatible with Resurrection.

But nice work dude.

I use rr works fine.

Thankyou, I will look into the proxy aura. Is this value just for the AGT, or does it happen to all buildings?

wittebolx wrote on Thu, 07 May 2009 03:40why im not sure but it has some serious problems with running on mission maps.

What are these serious problems?
