
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [Gen_Blacky](#) on Sat, 09 May 2009 21:24:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

illegal else without matching if

```
else if(GDICommander[ID]){
    Console_Input(StrFormat("ppage %d The GDI Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
}
else if(NodCommander[ID]){
    Console_Input(StrFormat("ppage %d The Nod Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
}
```
