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Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0  
Posted by [Scrin](#) on Mon, 11 May 2009 15:13:21 GMT

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reborn wrote on Mon, 11 May 2009 13:37I post it as BETA because I can only test to a certain extent, and almost always certainly expect there to be a few errors. Posting it as BETA also allows for changes further down the line in the way it is written if people have suggestions on coding practices, rather than just feature creeps. It detaches me from blame if something goes wrong, as it is simply a BETA with no real promises, other than I try to test it as much as I can, but I would rather spend the time writing code and let other people find any issues. You generally need a large player base to test it properly anyway... None for them will ever come out of BETA, it's just convenient.

They have 5 stars because I vote 5 stars on them. Personally I think they are more worthy of it than a skin of a glowing ramjet or cornea damaging water texture. true, but glowing ramjet or cornea damaging water texture get effects on all maps, all modes, all PCs, your codes working only for WOL high servers and stuff...once again i will repeat that, and dont remove my message... why you didn't make stuff/codes/scripts for new C&C Reborn game modes? all stuff i saw you made its something about base defences components and tiberium silos, c'mon!