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Subject: Re: [Server] SSGM 2.0.3

Posted by [trooprm02](#) on Thu, 24 Jun 2010 15:43:17 GMT

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Goztow wrote on Thu, 24 June 2010 01:39No update to scripts 3.4.4?

It was on my todo list, but then going over what I would have to do to port SSGM 2.0.2 to scripts 3.4.4 it was quite the work load (plus I recently upgrading my machine so updated to VS 2008 where SSGM was originally written in VS 2005 so wanted to void any potential errors).

@Reborn, thanks and expect an updated version of a few of your releases soon (oh, and full credits can still be found in the source)

If people just want it for the cleaned up loading/plugin messages or taunt damage fix, overwrite your scripts.dll with mine (won't work with modded servers obviously). It running really well on my clanwar server currently if you want to see it in action, and below ive linked to the !ssgm command which simply asks for the internal ssgm + scripts version:

Uploaded with ImageShack.us

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