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Subject: [SSGM 4.0 Plugin] Protect Console Command  
Posted by [iRANian](#) on Mon, 07 May 2012 14:52:43 GMT

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A simple plugin that adds the following two console commands:

PROTECTPLAYER <ID> - Makes a player unkillable until they respawn.

UNPROTECTPLAYER <ID> - Makes a player killable again.

Found this while going through all the crap I wrote for Renegade, seems like I forgot to release this one.

To install place 'ProtectConsoleCommand.dll' inside your root FDS folder and add an entry for it under the [Plugins] section in SSGM.ini.

You can contact me on renforums.com under the nick 'iRANian'.

### File Attachments

1) [Protect Console Command SSGM 4.0 Plugin v2.zip](#), downloaded 184 times

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