
Subject: Re: [SSGM 4.0 Plugn] Kill Harvester Console Commands
Posted by [Catalyst](#) on Sat, 23 Aug 2014 14:02:21 GMT

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Hey Xpert,

only problem:

>killharv 0

>Please enter a valid team ID.

>killharv 1

>GDI's Harvester has been destroyed.

>killharv 2

>Please enter a valid team ID. 1 for GDI and 0 for Nod.

doesn't seem to recognize 0 as a team?
