
Subject: [SSGM Plugin] RenGooley
Posted by [jnz](#) on Sun, 08 Feb 2009 11:16:15 GMT
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A cool but probably worthless little plugin.

EDIT: To click on the tabs or edit the options etc, you have to double-click.

Also, the Hooks.dll provided is a special one that I created specifically for this project. If you already have it, overwrite the old one. It is still back-compatible.

<http://www.littlebigsite.co.uk/Misc/Release/RenGooley/RenGooley-0.0.1.zip>
<http://www.littlebigsite.co.uk/Misc/Release/RenGooley/RenGooley-0.0.1.rar>

Subject: Re: [SSGM Plugin] RenGooley
Posted by [Spyder](#) on Sun, 08 Feb 2009 11:31:50 GMT
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This is actually very helpful since you'll have a much better view on what's happening now.

Subject: Re: [SSGM Plugin] RenGooley
Posted by [Goztow](#) on Mon, 09 Feb 2009 21:24:10 GMT
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Discuss the privacy matter in here plz and not in this topic.

Subject: Re: [SSGM Plugin] RenGooley
Posted by [silentevil](#) on Wed, 22 Jul 2009 17:06:12 GMT
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how do its work ?

2 dlls ind ssgm ini duing ?

example

01=rengooley.dll

02=hooks.dll

tahts right ?

Subject: Re: [SSGM Plugin] RenGooley
Posted by [YazooGang](#) on Wed, 22 Jul 2009 19:10:41 GMT
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Make sure you do it in the bottom of the [Plugins] not ;[Plugins]

Subject: Re: [SSGM Plugin] RenGooley
Posted by [Gen_Blacky](#) on Wed, 22 Jul 2009 22:31:11 GMT
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Miklo wrote on Wed, 22 July 2009 12:06how do its work ?
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example
01=rengooley.dll
02=hooks.dll

tahts right ?

just rengooley
