Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by reborn on Wed, 26 Aug 2009 20:43:54 GMT

Version 1.3 is now available, which should address the crash bug.
I was using a function that someone else wrote, the function assumed that all base game objects where actually scriptable game objects, but they are not. This fix came about from a problem on the APB server, and I ported the fix quickly to this plug-in too. So it isn't tested, but I can say with a fair degree of certainty that this should fix the problem.
Many thanks to Ghostshaw for providing some insight into this annoying problem.

http://spencerelliott.co.uk/downloads.html