Subject: Re: SSGM Plug-in Console Commands
Posted by Ethenal on Sun, 06 Sep 2009 17:52:29 GMT

Sladewill wrote on Sun, 06 September 2009 12:01er reborn maybe u could make into some kind of proper console command next time
Well, it's kinda difficult when you have a bunch of morons with the console command code saying "I can't release it, it's too much of a security risk." Yeah, totally true, even though it's on the server side, dickheads.

If I had access to such code, I would gladly release the source to Reborn as well as anybody else, but since I don't have the assembly skills, it's at the mercy of the people that do. Who, as you have seen, would prefer to hoard it for themselves.