
Subject: Re: [SSGM 4.0 Plugin] Vehicle Kills Command

Posted by [Xpert](#) on Thu, 06 Nov 2014 03:22:50 GMT

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They set it to Protected. I don't know why. They changed a lot of functions to protected or private. I just changed the scripts back to public. I don't see it breaking anything.

Here's my 4.1 one. It works as long as you have VehiclesDestroyed in public.

File Attachments

1) [VKillsCommand.dll](#), downloaded 302 times
