Subject: Re: Some requests
Posted by =HT=T-Bird on Fri, 11 Jul 2008 13:29:06 GMT

As far as bots picking up crates and weapons goes, that would require a hook in SoldierGameObj::Wants_Powerups() (right now it just returns the value of Is_Human_Controlled(), I think he wants to be able to have it return true unconditionally).