Subject: Re: Some requests
Posted by Spyder on Fri, 11 Jul 2008 15:37:20 GMT

=HT=T-Bird wrote on Fri, 11 July 2008 15:29As 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).

So it can be done?