Subject: Some requests
Posted by cAmpa on Fri, 29 May 2009 23:54:53 GMT

1. Could you guys add the classes "RefineryGameObj" and "RefineryGameObjDef"?
Would be awesome to have control about the money per second/unload.

2. Also a function to give a player weapons would be usefull. "WeaponBagClass"
(I mean weapons, not powerups)

3. Is it possible to disable for all clients the command "toggle"?