Subject: Re: Cheaper units on the stock maps
Posted by Spoony on Tue, 10 Jan 2012 14:17:12 GMT
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ok, just tested all this in the CWservers:

- !ready command
works perfectly. in fact it works better than i hoped it would, lovely stuff

- unit costs
work perfectly (and again, better than i thought it would, because the PT screens have changed too, showing the correct prices at the time). however, mobius/mendoza costs 800; i'd like them to cost 600 please.

- infinite infantry ammo update
works perfectly for most units (i.e. they start with /999 ammo) except the following:
both rocket officers
gunner
both snipers
both ramjets
PIC/raveshaw

the above units start with their default limited ammo. of course, they can simply refill after purchase, but it would be nice if they didn't have to.