
Subject: Re: Cheaper units on the stock maps
Posted by [iRANian](#) on Tue, 10 Jan 2012 14:31:41 GMT

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Oh, the 800 cost on Mendoza/Mobius was a misread, I also was thinking why'd you want them at 800 when they're worse than jets/pics. I'll fix that.

For the !ready command stuff, if you buy another character before the match get reset it prevents you from moving, that's what it's supposed to do instead of the laggy sliding back to your spawn position when you initially spawn. Dunno if you care about that but I might be able to do some stuff to prevent players from moving that way instead of the laggish sliding.

I found out why the infinite ammo doesn't work on them, I'll fix that.
