
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Tue, 10 Jan 2012 14:34:10 GMT
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thanks again.

iRANian wrote on Tue, 10 January 2012 07:31 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.
Doesn't matter tbh
