
Subject: NightRegulator Patch
Posted by [Nightma12](#) on Wed, 12 Aug 2009 14:47:15 GMT
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<http://www.tsugaming.com/forums/viewtopic.php?f=68&t=6175>

Subject: Re: NightRegulator Patch
Posted by [Nightma12](#) on Thu, 13 Aug 2009 00:41:11 GMT
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"Nightma12"Post in here what you wuold like in a patch

bug fixes

Feature requests...

Fire away!

Subject: Re: NightRegulator Patch
Posted by [cAmpa](#) on Thu, 13 Aug 2009 01:11:24 GMT
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Quote:The board requires you to be registered and logged in to view this forum.

Boo, can't take a look into the changelist.

Subject: Re: NightRegulator Patch
Posted by [Ethenal](#) on Thu, 13 Aug 2009 03:08:56 GMT
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cAmpa wrote on Wed, 12 August 2009 20:11Quote:The board requires you to be registered and logged in to view this forum.

Boo, can't take a look into the changelist.

Neither, haha.

Subject: Re: NightRegulator Patch
Posted by [Nightma12](#) on Thu, 13 Aug 2009 11:52:52 GMT
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So just post in here

Im going to compile a potential changelog from topics on both forums.

Subject: Re: NightRegulator Patch
Posted by [SniperKitten](#) on Sat, 29 Aug 2009 07:07:40 GMT
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Hmm, ill post a comment on the website. But on here, For the new NR, Donate Could Use A Little Tweak, so if its on False It wont say, " You Have To Wait 0 Seconds To use !donate". That gets anoying once in a while.

Also, If A Commander Plugin, Would Be Absoulty Fantastic. Espically If You Could Call in, Back Up For Units. And Team Fund, As Always. but ill post it on the website 2.

Also a Veteran Status System !vp. would be nice.

Subject: Re: NightRegulator Patch
Posted by [Nightma12](#) on Sun, 30 Aug 2009 16:39:42 GMT
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Quote:For the new NR, Donate Could Use A Little Tweak, so if its on False It wont say, " You Have To Wait 0 Seconds To use !donate". That gets anoying once in a while.

Whats that about?

The rest has nothing to do with NR

Subject: Re: NightRegulator Patch
Posted by [SniperKitten](#) on Tue, 01 Sep 2009 17:27:29 GMT
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lol, thought i would just put that it in there sence i was just gettin it all there.
