hmm.. the SFPS thing was harder than i though at first. meh. i had to make a whole new thread just for it.

yes yes, i know. there are other ways to time 1 second other than using a thread. i <3 threads

i have a secret feature in planning , if i actully see a way of doing it i wil tell you what it is. Im sorry it seems im not going to release this thing, but i am. its just bugs everywhere i look. plus, im having feature requests as well. although the magor bugs have almost gone i still have a few.

File Attachments

1) gameinfo.PNG, downloaded 1857 times

```
<roshambo> !gameinfo
<Sbot>  Gameinfo
<Sbot>  Map: C&C_Field.mix
<Sbot>  SFPS: 60
<Sbot>  Time Left: 1731.93
<Sbot>  GDI: Players:0 Score:0
<Sbot>  GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
<Sbot>  Nod: Players:0 Score:0
<Sbot>  Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```