Subject: Re: Some requests Posted by =HT=T-Bird on Fri, 11 Jul 2008 13:29:06 GMT View Forum Message <> Reply to Message

As far as bots picking up crates and weapons goes, that would require a hook in SoldierGameObj::Wants\_Powerups() (right now it just returns the value of Is\_Human\_Controlled(), I think he wants to be able to have it return true unconditionally).

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