cAmpa wrote on Sat, 30 May 2009 09:541. Could you guys add the classes "RefineryGameObj" and "RefineryGameObjDef"?
Would be awesome to have control about the money per second/unload.

2. Also a function to give a player weapons would be usefull. "WeaponBagClass"
(I mean weapons, not powerups)

3. Is it possible to disable for all clients the command "toggle"?

Temporary solutions

1. Modify the ref tick rate in your server's objects file to the lowest common denominator of your wanted tick-rate values and then spawn and kill multiple ref controllers for different tick rates.

2. Spawning powerups at someones' feet is rather dirty but I believe you just need to attach a script (JFW?) to the person with the powerup preset name. Giving a weapon directly to the player AFAIK is not possible using the W3D engine without the powerup middle-man or some other 'giving' method which is equivalent anyway.

3. Resurrection has already disabled the toggle_sorting command, so it _should_ be disabled in TT.