Subject: Re: [preview] rotating weaponlist Posted by reborn on Wed, 23 Dec 2009 10:29:20 GMT View Forum Message <> Reply to Message

Perhaps, depends on what Tunaman finds eaiser to do really. It's clear he is fine with coding... But yes, certianly a pkg mod would be fine too. Or even just a ojects.ddb mod on the server.

All good ideas really.

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