
Subject: Re: Move refill button on sidebar to right side
Posted by [Omar007](#) on Thu, 08 May 2014 22:26:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

triattack wrote on Thu, 08 May 2014 23:42 and with the reviveable buildings the problem is that the function will be used in mods like APB etc. and then cause trouble because they use more advanced scripts. also if someone decides to use techlevels it might also break stuff. Afaik the code to do this is already there (last time I checked anyway) so those mods would already be crashing if they use scripts that crash when reviving buildings. The sole problem with building revival with that code was that clients didn't sync that information. (this is what the bandtest.dll modification fixes)

I do think that the sidebar thing is a bit to much (that may be because it doesn't bother me at all though). Imo this is something you'd do for your own personal mod. The position of the refill has been right there since the beginning and, imo, makes sense in the order of things; it's related to characters and is the most basic character item you can purchase thus the first item in the character column.

Can't really speak about the innate behavior you're talking about since it's been to long and I forgot about that but if you're switching team on creation, wouldn't it be better/easier/faster to define the team in LE correctly in the first place?
