Subject: Re: Move refill button on sidebar to right side
Posted by dblaney1 on Wed, 07 May 2014 20:49:06 GMT
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This is a relatively simple change to make and could definitely make its way into the next version.

They should release atleast another patch for it or let someone else take over development since there are still some pretty embarrassing bugs like the default powerup drop built into ssgm causing dead bodies to pick up powerups. (health supplement acquired when dying). Adding a delay or a player check for the first few seconds would fix that. I wrote my own plugin since the built in one is so buggy.