

## BJScripts - Feature - New #1491

### Reload while no npcs on field?

2015-10-20 06:18 PM - pz

<b>Status:</b> Implemented	<b>Start date:</b> 2015-10-20
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
Not sure if good/bad idea, but I spend a bit of time limping around on field looting or moving to gate, would this be a good time to reload?	

#### History

---

#1 - 2015-10-21 02:02 PM - bjcasey

- Status changed from New to Implemented

Available with Patch # 8 via a checkbox.

⋮ [REDACTED]