
Subject: Harvester Mayhem- Anybody have an answer?
Posted by [SomeRhino](#) on Sat, 29 Mar 2003 05:22:34 GMT
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After salvaging my temporary preset database and fixing alot of abnormal bugs (the main delay for Conquest Winter,) I have now created a new bug. The weapons factory/airstrip goes mental and doesn't stop creating harvesters. This happens both in it's .pkg version and .mix version. Does anyone know what controls the production of the harvesters, so I can change it back to normal?

Thanks.
