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Subject: Re: SSAOW 1.4.2 feature suggestion

Posted by [EA-DamageEverything](#) on Wed, 22 Feb 2006 01:41:50 GMT

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Can the " credits-are-not-refunded-if-you-purchase-an-alternative-char -of-a-disabled-unit " -Bug be fixed in the next version?

I have disabled all Snipers. But when someone purchases the alternative Sakura for Example, his/her credits are still away without being refunded to the specified player. The disable list works as it should, there comes the popup-page with the warning, but everytime an alternative character will be purchased, the credits are gone.

There is a warning in the motd, but as we all know some players aren't able to read or whatever...

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