Subject: Re: [Release] split mine limit plug-in
Posted by dead6re on Thu, 19 Jun 2008 16:29:12 GMT
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Just to say I endorse this release. Unfortunately the RenegadeFDS has a fixed limit of 127 mines thus I set the limit as 60 to ensure this isn't reached. Westwood set the limit at 30 for a reason, I would say this does not need to be changed.

Split limits are nice and I'm sure I will have my critics for this. However I would like to point out that certain communities will not be using this plug-in and expressed this too me. It shows they may not all want to be the same. This is a major game changing feature.