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Subject: Re: Changelist for scripts.dll 4.0

Posted by [xpontius](#) on Thu, 28 Aug 2008 10:19:08 GMT

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It might be insignificant and possibly discussed elsewhere I didn't catch, but when about to buy something like a Medium Tank and I'm at 798 and the harv starts unloading, my credit flow halts abruptly. Its a small irritation when waiting all that time, one would assume that you should still get that flow while the Harv adds to it. In some instances it has denied me a vehicle when being rushed by the opposing team.

I'm also not sure by invisible Harv if you aslo mean the Harvester not driving after your PP dies, continuously dying and taking up valuable purchase time as Nod.

Also, I sometimes get a random fifth bullet in my sniper rifles that doesn't count against my remaining ammo. Does anyone else get that or is it just me?

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