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Subject: Re: Changelist for scripts.dll 4.0

Posted by [Jerad2142](#) on Sun, 14 Sep 2008 21:52:38 GMT

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StealthEye wrote on Thu, 28 August 2008 05:07xpontius wrote on Thu, 28 August 2008 04:19It 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.

That's intended afaik. The ref is supposed to be too busy with unloading the harv I think.

He was talking about how sometimes when the harvester unloads you can watch your credits increase (like 10 a second or what ever it is) and other times when it unloads your credits don't go up until its done unloading, after which point your credits will be + 700 or what ever it is.

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