
Subject: Re: January 1 - 2010

Posted by [trooprm02](#) on Tue, 31 Aug 2010 17:52:26 GMT

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jonwil wrote on Mon, 02 August 2010 08:49Any major gameplay bugs (such as harvesters dumping the wrong amount or refineries giving the wrong credits) would have been picked up by the APB/Reborn/AR teams.

EvilWhiteDragon wrote on Thu, 12 August 2010 12:10As said, the code will be fixed, and probably the always.something will be patched to 2.

Well actually, the test server right now gives 2 credits, then 3, etc and NOT 2/second every time. Also, the way the harvester dumps has been changed from 1 lump sum when completed, to an insanely fast trickle

Oh and crate locations on maps have changed too....
