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Subject: Re: January 1 - 2010

Posted by [trooprm02](#) on Wed, 01 Sep 2010 18:28:10 GMT

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EvilWhiteDragon wrote on Wed, 01 September 2010 02:56

2 then 3 means it's still at 2.5, because we didn't change the always.something.

Money dumps is not more tiberian sun style, like intended. Actually, on a non-TT server the ref does try to do a trickle, so it could happen you would get 150 once and 150 slightly after, though usually not noticeable.

Crate locations might have changed between SSGM versions, because WD didn't use all crate locations implemented by Westwood.

1)Crate locations shouldn't be changed from the default Westwood values (isn't this information specified in map files anyway?)

2)Harvy dumping, in regular servers now you get a few credits when the harv starts dumping, but only get the remainder (300?) when its completed. Now, your getting that amount throughout the dumping process at a very fast rate and this changed gameplay heavily...

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