Subject: Re: Cheaper units on the stock maps
Posted by iRANian on Wed, 11 Jan 2012 23:35:34 GMT
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2. and 3. are easy to fix. They're one of the dumb issues I discussed in my first reply in this topic. Walls ground isn't affected by the vis bug from the looks of it, while walls fly is.

For the !ready command, could you give me the player count, and whether everyone was loaded? How many subsequent maps were there? Did any green messages show up when someone used chat on those subsequent maps where !ready is bugged? Did it show any of the messages about the game automatically starting in X seconds?