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Subject: Re: Cheaper units on the stock maps  
Posted by [Spoony](#) on Thu, 12 Jan 2012 22:30:33 GMT  
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cityfly harvesters are fixed, but for some reason i get unplayably low fps (just on that map)

wallsfly visual error doesn't seem to be fixed. the central mesa and a lot of the rocks - plus the harvesters and other players - are invisible to me until i shoot something like the enemy harvester, then everything becomes visible again. odd

but the solution to the !ready issue does work; people just need to wait for all players to load before anyone types !ready.

also, the automatic reset that should happen after 120 seconds doesn't seem to happen; i.e. if you don't do the manual !ready and just let the 2 minutes run out, nothing happens.

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