
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Fri, 13 Jan 2012 11:21:38 GMT
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k:

wallsfly seems to be entirely fixed, thx

cityfly fps seems to have improved, but the harvs not moving is back again. (same problem in the 1st copy of cityfly that was fixed in the 2nd)
and another problem has surfaced: the obelisk fires double shots, for some reason :/ killed an APC in a single volley, by firing twice.
