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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [iRANian](#) on Wed, 09 Jul 2014 16:47:56 GMT

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>Make a change to the refinery logic such that if server and client are both running a new enough scripts build, the issue with the harvester not appearing on the "battle info" dialog box (the one you get when you press K) is fixed as is the issue with the harvester incorrectly counting towards the vehicle limit.

I requested this around May 2011 and then the TT devs didn't want to add it. Is there any reason why it is getting fixed now? Is it because the TT dev has new members now?

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