trooprm02 wrote on Tue, 31 August 2010 19:52jonwil wrote on Mon, 02 August 2010 08:49Any major gameplay bugs (such as harvesters dumping the wrong amount or refineries giving the wrong credits) would have been picked up by the APB/Reborn/AR teams.

EvilWhiteDragon wrote on Thu, 12 August 2010 12:10As said, the code will be fixed, and probably the always.something will be patched to 2.

Well actually, the test server right now gives 2 credits, then 3, etc and NOT 2/second every time. Also, the way the harvester dumps has been changed from 1 lump sum when completed, to an insanely fast trickle

Oh and crate locations on maps have changed too....
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.