Subject: C&C Mutation Released
Posted by NeoSaber on Sat, 15 May 2004 00:34:02 GMT
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I changed the setup so the meteor making objects aren't created until after the harvesters are created, so that should fix the Gameplay Pending problem. Hopefully the 15 scripts required to make that happen won't burden a server too much on startup.   It didn't have a noticable effect on my test server, so it should be alright.