
Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0

Posted by [rrutk](#) on Sun, 04 May 2008 11:42:16 GMT

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dont know, what strange bugs those are. i dont have them....it should not be possible to get there with an harvester.

i actually insert walls_flying into my modpackage. islands will be set back to nonflying now.

because i changed the complete purchase logic and it is now possible, to have flying, ground and naval units seperatly, I'm thinking about adding the naval units.
