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Subject: Re: January 1 - 2010

Posted by [trooprm02](#) on Thu, 02 Sep 2010 18:31:59 GMT

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StealthEye wrote on Wed, 01 September 2010 18:22

I agree that both changes affect gameplay and both should be configurable 1) by removing the previously ignored crate locations and 2) by making the harv dump configurable (either all-at-once or trickle gradually).

Thanks for the explanation And yah, something like oldcratelocations= and gradualharvdump= in SSGM 4 would be appreciated.

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