Subject: Re: Server.dat patch
Posted by jnz on Sat, 12 Feb 2011 19:45:23 GMT
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As far as I can remember from testing the pause resume code, the game didn't end when it was paused an resumed when no one was in game. I should test it and maybe offer a potential fix. Can't make any promises though as I struggle to get on a computer for more than a couple of hours a week now. When this time last year is was 4 hours+ a day!