
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Wed, 11 Jan 2012 23:05:33 GMT
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we did a series of cws just now (first proper gameplay test besides the odd mucking about) - noticed three issues

1. the !ready command worked fine the first map we did it. for subsequent maps, it basically certified itself as !ready even though we hadnt all typed the command yet
 2. on cityfly, harvesters didn't work - they just stopped dead after being produced
 3. on wallsfly, we got horrible visual errors - could see through the mountain walls, but not see each other or the harvester
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