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Subject: Re: Some Bugs

Posted by [jonwil](#) on Sun, 17 Nov 2013 15:25:41 GMT

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The string "NULL" is special because there is a built-in render object with that name that does no rendering. Its not possible to create that particular special render object in response to passing zero instead of "NULL".

As for the building destruction thing, we dont own the right bits of code to make things work if BeaconPlacementEndsGame=true is set, BaseDestructionEndsGame=false is set and TimeLimitMinutes set to endless

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