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Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [jonwil](#) on Mon, 17 Feb 2014 22:14:30 GMT

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Also, a glitch has been fixed that was causing bogus values in certain parts of the damage code (if you shoot a harvester with an APC on a server running SSGM, it was printing a "harvester repairing" message, it wont do that now)

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