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Subject: buildings on new map

Posted by [Kanezor](#) on Sun, 03 Apr 2005 04:54:15 GMT

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What would be nice is to have those buildings' healths displayed on the game status screen ('K').

Might make note that when you're the host of a game, the harvester gets displayed there, but when you're a client, it does not. Perhaps you could fix that little thing as well? Though, I'm sure it's a quite a bit more than a few simple commands to fix this kinda thing...

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