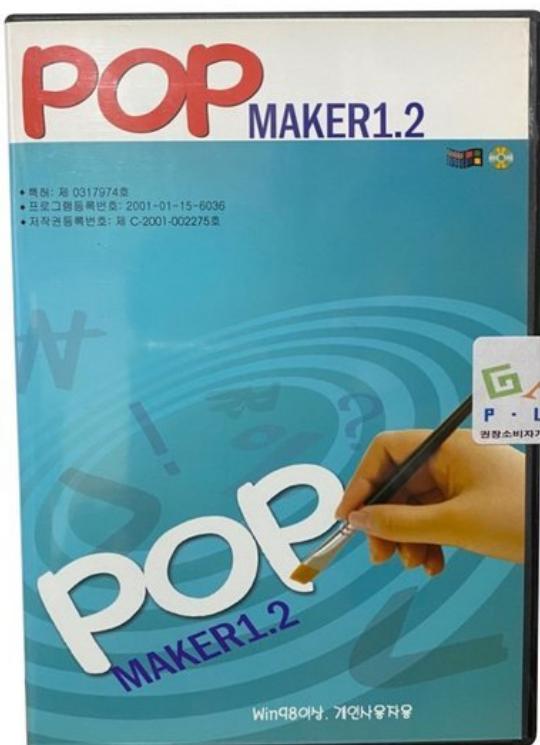

POPMAKER 1.2()



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Re: metamagic 0.4() Originally Posted by koran.varg Please can you extend to level 5 too. I'm tired of playing one night then you do this so I can play the next day. This is a feature that I'd like to implement in the future but I have to first iron out some bugs. I really want to be able to play on multiple nights simultaneously but my code is a little bit broken right now. Originally Posted by jakerogg I'm tired of playing one night then you do this so I can play the next day. Metamagic does nothing of the sort. If you mean the character level lowering bug then that has been fixed. I believe that it has been fixed. If you mean the player character takes a year off, then that is simply a bug. And as you can see, I've been trying to fix it as soon as possible but I can't get it working right. The current implementation doesn't take into account the different level characters and it isn't possible to test if the lower levels are in the right place since the correct values are only used for calculating the experience. So if you find any other bugs, please report them, especially on the character selection screen. There is a bug, I believe, where the character level of a new player you create will be lower than the intended level. There are three bugs at the moment. 1. The character level should be set to the character level of the player 82157476af

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