Stale server-cache (duping)

There used to be a very convoluted duplication glitch that went as follows:

- Join server A with account 1 and account 2
- Load the plot of account 1 and unload (this is to put the savedata into server cache)
- Join server B with account 1 and account 3
- Load the plot of account 1 and account 3 and move the items from account 1 to account 3
- unload the plot of account 1
- Join server A with account 1
- Load the plot of account 1 and move the items to account 2 (it loads savedata from server cache)

After this you should have the items on both account 2 and account 3

Revision #3
Created 15 March 2022 17:59:53 by Walter
Updated 15 March 2022 18:07:17 by Walter