

Multiple Active Incubators

Great news for Bioengineers! The Bioengineering process has received a quality of life update to allow you to simultaneously work on multiple pets.

Changes

- **Max Active Incubators Limit Raised:** You can now have up to **3** active incubators going at once per character.
- **Independent Cooldowns:** Each incubator now properly tracks its own incubation session cooldown timers independently. Activating a new incubator no longer wipes out or affects the cooldowns of your other active incubators.

Multiple Active Incubators Fix

Update: Players running multiple bioengineering incubators at once will no longer experience a shared cooldown timer. **Details:** Previously, starting an experimentation session in one incubator would lock out your other active incubators with a "needs more time to take effect" message. Cooldown timers are now properly localized to each individual incubator, allowing you to freely experiment across up to 3 incubators seamlessly.

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