
Subject: Re: [BlackIntel] UDP Flood + Startbutton fix >here< (oh and some others too) *FIXED*

Posted by [StealthEye](#) on Mon, 10 Jul 2006 23:18:12 GMT

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didn't it work? I just made this for myself to be able to test stuff better, before I knew about the +multi thing. The +multi has worked fine for me since I'm using it but thought to just leave the fix in. It seems that it wasn't a bad decision then

Working on another big fix right now, but it's pretty unstable (the game will crash for everyone not using a modified game(2).exe) I'm still thinking of a way to make it work for ppl without the client side mod to atleast work normally.
