Subject: Re: "No Gameplay Pending" patch for LFDS! Posted by howang on Wed, 11 Oct 2006 00:46:07 GMT View Forum Message <> Reply to Message

I patched it with a hex editor and upload it to the server for testing. After the patch works, I deleted the "excess" patched binary and patch the unpatched version with a patcher program, which is modified from the patcher.c from the scripts.dll/scripts.so package.

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