Subject: Re: "No Gameplay Pending" patch for LFDS!
Posted by howang on Wed, 11 Oct 2006 00:46:07 GMT

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.