
Subject: Re: "No Gameplay Pending" patch for LFDS!
Posted by [howang](#) on Sun, 15 Oct 2006 02:33:30 GMT

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UESir28:

that's C but not C++

btw, did you test the rh8 version for me? it's syntax should be correct, but I don't know if it work or not.

Yes, I forgot to post the command for compile and run it:

```
gcc -o gameplay_in_process_patcher <name of the C file>
```

```
chmod a+x gameplay_in_process_patcher
```

```
./gameplay_in_process_patcher <name of LFDS binary>
```
