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Subject: Re: TMSG

Posted by [sycar](#) on Wed, 07 Sep 2011 01:01:28 GMT

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Just as an update.

After talking to StealthEye regarding this, it was confirmed that this was an undetected problem since scripts 3.2 onwards. He's confirmed they will now fix it for the 4.0 TT release, and with some (Much Appreciated!) guidance from StealthEye I've patched the core bhs.dll 3.4.4, to include this fix.

He's said I'm more than welcome to post the updated bhs.dll publically so here it is!

NOTE: This is the original 3.4.4 BHS.dll with a single modification to make the TMSG command work again.

sycar

#### File Attachments

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1) [bhs.dll](#), downloaded 63 times

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