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Subject: TT updater issue(s)

Posted by [nuker7738](#) on Thu, 08 Mar 2012 05:53:18 GMT

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So apparently the 4.0 beta 4 was released today (of course I didn't know about it until it screwed up my install ), and I got my first experience of the updater-- it wasn't a good one. I was doing some scripting and modding in LevelEdit and I went to go launch the game to test some scripts and the game just decides it feels like updating itself.

In normal circumstances (i.e. I'm launching the game to play with some friends) I wouldn't mind so much, but since I had LE open this caused a lot of issues. LE reads from and thus prevents writing and overwriting of many of the core files that the TT patcher needs to update. The update installer just blew right through everything and eventually said it was done... the game launched and returned an "Unable to load TT.DLL" message. The updater didn't even recognize that access to core files such as scripts and TT were currently denied and just skipped copying them.

It would be really nice if the updater at the very least gave a dialog box with something to the effect of "An update is available. Would you like to install?" So we can either say no or we at least have the time to close out programs like LE. The second problem isn't such a huge issue as long as you just put a confirmation dialog before starting the update, because in that case I would have been able to close LE and sub in my original scripts.dll for my modified one; it would have saved me the trouble of having to completely reinstall the entire package.

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