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Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Jerad2142](#) on Sun, 26 May 2013 04:02:07 GMT  
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EvilWhiteDragon wrote on Sat, 25 May 2013 16:15generalcamo wrote on Sat, 25 May 2013 23:33Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...  
Have you verified that bug still exist in TT?  
Did you guys make it so the client reloads armor.ini on every mix/pkg load (from the mix/pkg if said mix/pkg has armor.ini, otherwise from always.ini if not present). If you have then the bug will be fixed, if not it will still exist.

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