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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [dblancey1](#) on Fri, 30 May 2014 01:32:51 GMT

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danpaul88 wrote on Thu, 29 May 2014 01:20As has already been stated countless times, there will be no more scripts releases for Renegade other than any bug fix releases required to fix bugs / crashes / anti-cheat.

We don't want a new scripts release, we just want this file distributed through the auto updater. I don't know why you guys are resisting this so much. I have been running the patched bandtest.dll for over a month now without a single crash.

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