Subject: Blackhand Studios Core Patch 1 PreRelease Announcement
Posted by flyingfox on Mon, 28 Jun 2004 13:25:29 GMT
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How will you be able to fix the levels client side without renaming them? -- And if so, will the same named maps be updated with the other balance changes later? Supposing someone got those fixed, but chose not to get the balance changes in a later patch, wouldn't they run into problems playing something, let's say "C&C_BHS_Walls" with unfixed changes as opposed to everyone else with the fixes?