
Subject: The First Decade got a Patch!
Posted by [Renardin6](#) on Sun, 19 Mar 2006 22:05:28 GMT
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- - Incoming transmission - -

Commander,

Our boys in the lab have come up with some modifications for your arsenal that should improve your battle experiences. Review the following bulletin from Command Headquarters with great care. Commit it to memory. Your understanding of these changes could be crucial to your victory or defeat on the battlefield.

Good luck.

- - End transmission - -

Version 1.1 - March, 2006
Issues addressed:

1. Fixed missing movies from Covert Operations, Red Alert, and the Red Alert Expansion packs.

>>>>>Click here to download PATCH 1.01

Subject: Re: The First Decade got a Patch!
Posted by [Goztow](#) on Mon, 20 Mar 2006 07:51:51 GMT
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That took them long enough...

Subject: Re: The First Decade got a Patch!
Posted by [Dave Mason](#) on Wed, 22 Mar 2006 15:13:21 GMT
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It's EA, what do you expect?

Subject: Re: The First Decade got a Patch!
Posted by [Renardin6](#) on Wed, 22 Mar 2006 23:29:28 GMT
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The second patch.

Subject: Re: The First Decade got a Patch!
Posted by [danpaul88](#) on Thu, 23 Mar 2006 18:39:55 GMT
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DJM wrote on Wed, 22 March 2006 15:13It's EA, what do you expect?

A 'patch' which causes xp to crash and destroys all your files...

this IS ea after all...

EDIT: and does anyone want to tell me why we have to use HTML code in this part of the forum? I am sure gozy could re-jig the BB-Code script I gave him for phpBB forum posts to work for the renegade community site, with FUDcode...

Subject: Re: The First Decade got a Patch!
Posted by [Goztow](#) on Fri, 24 Mar 2006 07:35:08 GMT
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There's no reason. the forum converts FUDcode to HTML before it stores the messages. No reason to put FUD-code off .

Subject: Re: The First Decade got a Patch!
Posted by [danpaul88](#) on Fri, 24 Mar 2006 17:52:54 GMT
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Goztow wrote on Fri, 24 March 2006 07:35There's no reason. the forum converts FUDcode to HTML before it stores the messages. No reason to put FUD-code off .

so why IS it off??

[quote]HTML is ON
FUDcode is OFF
Images are ON
Smilies are ON
Editing Time Limit: Unlimited[/quote]

EDIT: See what I mean? [quote] does not work... and also, you have to put in
 to get line returns...

Subject: Re: The First Decade got a Patch!

Posted by [Goztow](#) on Fri, 24 Mar 2006 21:17:55 GMT

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donno, this ain't my forum

Subject: Re: The First Decade got a Patch!

Posted by [Crimson](#) on Sun, 26 Mar 2006 23:44:20 GMT

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Renardin asked for HTML posting and for some reason you can only use one or the other, not both. Of course I vote we use FUDcode and not HTML.

Subject: Re: The First Decade got a Patch!

Posted by [Goztow](#) on Mon, 27 Mar 2006 06:52:40 GMT

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Please do try to change to FUD-code, it should work just fine. (unless he wants it so he can copy-paste stuff???)

Subject: Re: The First Decade got a Patch!

Posted by [Crimson](#) on Mon, 27 Mar 2006 09:56:50 GMT

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Goztow wrote on Sun, 26 March 2006 23:52 Please do try to change to FUD-code, it should work just fine. (unless he wants it so he can copy-paste stuff???)

I think he does want it for that reason.

Subject: Re: The First Decade got a Patch!

Posted by [danpaul88](#) on Mon, 27 Mar 2006 16:10:41 GMT

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Well I once wrote a phpbb forum tag converter (which is used by both LMSBC and TK2 websites), and I am sure I could do something similar for the ren community site (if gozy cant, which I am sure he could) for FUDcode..

the offer is there if you want it anyway

Subject: Re: The First Decade got a Patch!

Posted by [Renardin6](#) on Mon, 27 Mar 2006 16:41:56 GMT

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Why can't you enable both?

Subject: Re: The First Decade got a Patch!
Posted by [Goztow](#) on Mon, 27 Mar 2006 17:54:51 GMT

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lol danpaul, you'd actually need to have a standalone html->fud code so he can decode it to FUD on his side and then post here .
