
Subject: TT Patch & Singleplayer
Posted by [archerman](#) on Tue, 16 Mar 2010 21:58:53 GMT
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do tt have any plans on modifying the campaign (e.g. making ai better) at all?

Subject: Re: TT Patch & Singleplayer
Posted by [GEORGE ZIMMER](#) on Tue, 16 Mar 2010 22:20:39 GMT
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No.

Subject: Re: TT Patch & Singleplayer
Posted by [EvilWhiteDragon](#) on Wed, 17 Mar 2010 11:03:26 GMT
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GEORGE ZIMMER wrote on Tue, 16 March 2010 23:20No.

Subject: Re: TT Patch & Singleplayer
Posted by [YazooGang](#) on Wed, 17 Mar 2010 20:30:46 GMT
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I hope there wont be anything affecting the Single Player. Because last time you did something with the scripts, it crashed my renegade when i finished a mission and going to another one.

Subject: Re: TT Patch & Singleplayer
Posted by [Sladewill](#) on Wed, 17 Mar 2010 23:24:19 GMT
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yeah i've had that before but that's because renegade goes corrupt not because of scripts.

Subject: Re: TT Patch & Singleplayer
Posted by [jonwil](#) on Thu, 18 Mar 2010 00:32:21 GMT
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We do test the single player periodically and see if it still works.
