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Subject: [PATCH] 4.0 Patch 1 Client building revival state fix  
Posted by [iRANian](#) on Sun, 27 Oct 2013 11:55:48 GMT

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This file fixes buildings still being dead on 4.0 Patch 1 clients after reviving a building (which sets the building to 'alive' on the server, but not on 4.0 clients).

The following fix is applied:

[http://www.renegadeforums.com/index.php?t=msg&th=40362&start=0&#msg\\_num\\_12](http://www.renegadeforums.com/index.php?t=msg&th=40362&start=0&#msg_num_12)

You should only use this file with scripts 4.0 Patch 1 and no other versions of scripts 4.0.

To install:

1. Backup the 'tt.dll' file in the game folder.
2. Download the attached 'tt\_building\_revival\_fix\_patch.dll' file and rename it to 'tt.dll'.
3. Copy this file to the game folder.

### File Attachments

1) [tt\\_building\\_revival\\_fix\\_patch.dll](#), downloaded 120 times

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Subject: Re: [PATCH] 4.0 Patch 1 Client building revival state fix  
Posted by [zunnie](#) on Sun, 27 Oct 2013 14:05:43 GMT

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Nice

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