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

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 240 times

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