Subject: Where does the server or client do the always.dat version check?
Posted by iRANian on Fri, 14 Apr 2017 13:10:50 GMT

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Want to try to get the game server and/or client working with demo data files.

Subject: Re: Where does the server or client do the always.dat version check?
Posted by jonwil on Fri, 14 Apr 2017 20:11:25 GMT

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You wont be able to, there are differences in some of the formats I believe (objects.ddb for example)