
Subject: Re: Core Patch 2 update 11 July
Posted by [mision08](#) on Sun, 17 Jul 2005 02:50:19 GMT
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How about dropping the bhs.dll 2.1 with the bug fix so I can try it. Or maybe you can let me in on how to get the client_logs to work with the bhs.dll from cp1.

I know that I am about 2 months late for any cp2 suggestions, but here I go anyway. Trying to read the chat at the PT is a beating. The "you have just connected to a rengaured protected server" is to loud, and so is the c130_loop.wav file. Other than that it's peachy.

PS. could you also work on a graphics engine that will utilize the Athlon 64 X2 series Dual Core technology?
