Subject: Fixing the broken sounds (CY,COM..ect)
Posted by [REHT]Spirit on Tue, 22 Apr 2003 20:23:05 GMT
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BlazerDante, how would this be accomplished? If we modify the default presets tree, doesnt that keep you from playing on WOL?  Unless we can find a way to bypass the checksum check.

Not if everyone is using the same version in their data folder. There is even a way to bypass it and use new presets on the server or even host a server with it however it will give you the zero bug (or everyone else if you're hosting) if you/they dont have the version you're running.