
Subject: Re: Renegade Resurrection goes beta!
Posted by [StealthEye](#) on Wed, 13 Jun 2007 00:52:15 GMT
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The blackintel.dll fix was basically made obsolete by it being implemented in bhs.dll instead. It was the same version at some post, however slightly differently implemented. Later on I improved it to fix some obelisk issues and it was ported to the server too, this is probably the change you are talking about.
