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Subject: Re: Changelist for scripts.dll 4.0

Posted by [EvilWhiteDragon](#) on Tue, 27 Oct 2009 10:04:09 GMT

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CarrierII wrote on Mon, 26 October 2009 17:50Ghostshaw wrote on Mon, 26 October 2009 16:38We actually have a different fix for the same problem that does not cause the base defense problem.

As for the RG and RR not working bits. The patch will remove RG so yes it will stop it from working. And the patch will probably not work side by side with RR (although not intentionally). Theres just a bunch of things that will probably conflict.

Although given that Yrr/Neku/TimeFX has handed you the source code, I assume the patcher will check to see if you had RR installed, and behave accordingly when installing the patch...

As for RR no longer working, TT is designed to be a "super" patch, gathering all of the previously seperate improvement efforts under one banner, so all of the RR fixes will be in TT anyway. Well, RR also had some more "dubious" fixes which some people might like and some certainly will dislike, so therefore RR won't be directly included in TT. Also, in TT we rewrote a lot of hacks to proper functions. This probably causes RR to not work on TT, which could be fixed, if Yrr would be around and change/update/merge RR.

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