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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [roszek](#) on Fri, 28 Oct 2011 20:01:10 GMT

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This is probably a stupid question but I will ask anyway.

I was wondering about "always". It seemed like when I did a clean install with the 1037 patch, and then after adding the beta1 patch it looked like always plus all the maps were updated. So when I did a clean install with beta2 it didn't look like anything was updated with always or any of the maps. I'm just curious if something was done different with this patch?

Originally I had copied the always and maps over to the fds data folder from the client data folder as there was a conflict with always and I left that data folder alone and moved the fds stuff before adding the beta2 server folders and then added the things I needed back. I did get a conflict again so I recopied the stuff from the client data folder (beta2) over to the fds one and that again fixed the conflict.

I mean everything seems to work, like I said I was just wondering is all.

Please be kind to this noob with your response

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