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

Posted by [roszek](#) on Sat, 29 Oct 2011 03:16:45 GMT

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StealthEye wrote on Fri, 28 October 2011 16:36 Always.dat and other files were updated when installing TT to match the original files, to avoid conflicts clients might get with the anti-cheat code. As far as I know, beta2 uses the exact same always\* and other files as beta1, the only changes are in the .dll files in the main folder.

I'm not sure why you got a conflict again with beta2, but I'm not sure if I understand you correctly since you also said that the files had not changed. If the files are the same, how did copying fix it?

Thanks for your response it was indeed helpful.

What I was saying (trying to explain as best I could) was that when I updated to the beta2 version (which I downloaded from the links), is that I had uninstalled Renegaded completely and reinstalled it with nothing more then the 1037 patch, and noticed that always and none of the maps were updated when I applied the beta2 patch. So I think I was running the 1037 stuff? When I put the beta1 files back into the fds folder I got a conflict. So I copied the stuff from the client data folder to the fds one and it worked. However a friend of mine said that today he ran the launcher and the client stuff was updated automatically which made me think I probably had the wrong files in the folders, so I asked him to try to connect to my test server and see if he got a conflict, and as expected he did, so I recopied the stuff from the beta1 data folders back. I hope that will now fix things. Anyways, right now I can't test to see if others get a conflict (people have stuff to do). I tested it off of another PC on my router seems to work but I don't consider this a true test.

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