
Subject: Re: Update on the issues with Beta 4
Posted by [jonwil](#) on Tue, 20 Mar 2012 03:26:07 GMT
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My apologies, this has been fixed.

What happened was this:

StealthEye initially said that I need to ship a build built so that it says "I am compatible with revision 4650". I build that and tested it by joining the TT 4.0 test server which is apparently running revision 4665 for reasons I dont know. So it said "hey, you are running revision 4650, you need revision 4665". So I made a build that said "I am compatible with revision 4665" and tested it and found it to work and shipped it not knowing that 4665 was not in fact the revision that all the other servers had.

If I had known the TT server wasnt actually running 4.0 beta 4 (but some build further on from that), I would not have made this mistake. My apologies for breaking things (and for not listening to StealthEye when he said the 4650 was the revision we needed).
