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Subject: Re: VIS

Posted by [Ethenal](#) on Thu, 12 Apr 2012 14:43:10 GMT

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StealthEye wrote on Thu, 12 April 2012 01:42I don't see why you should get a crash with a modified .Isd... As long as the object IDs of other objects do not change everything should be fine. As far as I know, nothing related to VIS is sent via the netcode, so the server and client shouldn't even notice they use a different version.

That was very much my thoughts too... however, joining TurboDM just causes me to freeze (which drops the connection) and I don't think it generally goes anywhere until I manually end the process.

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