Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by iRANian on Sun, 04 May 2014 19:44:55 GMT
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It does look that I'm using the older version, I'm getting all the bugs lol.

Well the thing is I had 4.0. I ran the AUTO-UPDATER and it installed 4.1 for me and now it isn't auto-updating to the latest version.

Lemme try downloading the 4.1 installer manually, like you suggested.

I can update the latest bandtest.dll in about 10 minutes or so, hell the compiled instructions for the function that needs to be patched most likely are the same too, just the offset in the exe.

Gotta acquire the LATEST 4.1 bandtest.dll first though!

EDIT: Okay done!

File Attachments
1) bandtest.zip, downloaded 380 times