
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblanky1](#) on Fri, 30 May 2014 05:41:17 GMT

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roszek wrote on Thu, 29 May 2014 22:34dblanky1 wrote on Thu, 29 May 2014 22:25Mauler wrote on Thu, 29 May 2014 21:18dblanky1 wrote on Thu, 29 May 2014 19:32danpaul88 wrote on Thu, 29 May 2014 01:20As has already been stated countless times, there will be no more scripts releases for Renegade other than any bug fix releases required to fix bugs / crashes / anti-cheat.

We don't want a new scripts release, we just want this file distributed through the auto updater. I don't know why you guys are resisting this so much. I have been running the patched bandtest.dll for over a month now without a single crash.

make a few little mods to your server and you think you know what's best for all of us....

It would be good if you actually understood that this is a Client Side patch, so servers have absolutely nothing to do with this at all. The file in question doesn't even exist on the server.

I believe what my good friend is saying is that because you wrote some pedestrian code you think you know more than the tt devs

I only have two college degrees in Computer science/Software Engineering and Network Engineering, and contribute to several major open source projects with actual code that has been merged and used by millions of devices.