
Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:53:00 GMT
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look on westwood ftpbut i got a problemi clicked on auto update but the updater says there aren any patches right now

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:01:00 GMT
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hum maybe its there but for testing or the patch isnt in the auto download directory...

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:09:00 GMT
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yeah - don't download till WW says.don't forget the beta patch problem that one time...

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:10:00 GMT
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There's a new FDS there too...

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:17:00 GMT
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Version 1.036 changes (12-10-2002)===== Fixes bug in WOL Gamelist that caused a crash when viewing a server with custom maps/mods.- Fixed a bug in the dedicated server map rotation code.- Fixed several bugs in the Glacier Flying map.- Added GTH_CTF_Object2 script which supercedes old CTF script.

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 06:22:00 GMT
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Don't use auto update.

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 11:10:00 GMT
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So we can make CTF maps now?

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 11:12:00 GMT
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quote:Originally posted by Shak.NL:Don't use auto update.Auto-update is the preferred method of updating Renegade.

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 15:32:00 GMT
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Hmm... My AutoUpdate is working...

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 15:42:00 GMT
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Im a moron at these things.....but are we able to host mod games again?

Subject: Patch 1.036 is out
Posted by [Anonymous](#) on Thu, 09 Jan 2003 19:17:00 GMT
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yep
