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Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Wed, 26 Jan 2005 09:40:55 GMT

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The repeating issue for the join message stuff is known. Should be easy to fix for the next release.

Dunno about the auto rec issue, I don't consider it a big problem, maybe gamelog was running twice.

scripts 2.0 fixed harvester animations. Any client running bhs.dll can see them. The reason you see the animation continuing is because of scripts.dll 1.9.3 does not now the "stop animation" command. You need to use scripts.dll 2.0.1 on your client for that.

CP2 will have scripts.dll 2.0.1.

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