Subject: Re: armor.ini in the always2.dat
Posted by Aircraftkiller on Mon, 04 Jul 2005 07:49:51 GMT
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That was not an error, it was designed that way and gives the game horrible balance. The reason always2.dat exists is for fast patching instead of adding and updating files inside of a massive database like always.dat, so armor.ini was upgraded in always2 for that exact reason.