## Subject: [PATCH] 4.0 Patch 1 Client building revival state fix Posted by iRANian on Sun, 27 Oct 2013 11:55:48 GMT

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This file fixes buildings still being dead on 4.0 Patch 1 clients after reviving a building (which sets the building to 'alive' on the server, but not on 4.0 clients).

## The following fix is applied:

http://www.renegadeforums.com/index.php?t=msg&th=40362&start=0&#msg\_ num\_12

You should only use this file with scripts 4.0 Patch 1 and no other versions of scripts 4.0.

## To install:

- 1. Backup the 'tt.dll' file in the game folder.
- 2. Download the attached 'tt\_building\_revival\_fix\_patch.dll' file and rename it to 'tt.dll'.
- 3. Copy this file to the game folder.

## File Attachments

1) tt\_building\_revival\_fix\_patch.dll, downloaded 223 times