Subject: Re: Forced release upon all Renegade users?
Posted by danpaul88 on Mon, 05 Sep 2011 09:28:05 GMT
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As I recall servers do actually support auto-update in the same way as clients, that was part of the reason behind RenegadeServer.exe just running server.dat... the parent exe would kill the child process when it needed to update.

Since all servers are 1.037 from the start these days this mechanism hasn't been used in years, so who knows if it still works... especially since most servers just run server.dat directly and bypass RenegadeServer.exe...

Not 100% sure on this but I seem to think that's what used to happen.