
Subject: Re: Tiberian Sun: Reborn is nearing release.
Posted by [Jerad2142](#) on Mon, 27 May 2013 05:43:32 GMT
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EvilWhiteDragon wrote on Sun, 26 May 2013 07:03Jerad Gray wrote on Sun, 26 May 2013 06:02EvilWhiteDragon wrote on Sat, 25 May 2013 16:15generalcamo wrote on Sat, 25 May 2013 23:33Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...
Have you verified that bug still exist in TT?
Did you guys make it so the client reloads armor.ini on every mix/pkg load (from the mix/pkg if said mix/pkg has armor.ini, otherwise from always.ini if not present). If you have then the bug will be fixed, if not it will still exist.
I'm not sure of that, but I know that the 0 bug for normal maps should've been fixed.
How did it happen on normal maps, only one I knew about was when the client armor.ini didn't have all the armor (or warhead) types the server had.
