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Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [YSLMuffins](#) on Mon, 28 Jun 2004 22:35:37 GMT

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CrimsonThe fixes we have mentioned only have to be on the server-side in order to work. They will over-write the current maps. When and if balance changes occur, they will be under a separate map name.

Server-side only? VIS errors can be fixed server-side only? I'm impressed, I never knew this.

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