Subject: Patched Server.dat [New Request]
Posted by trooprm02 on Sat, 07 Oct 2006 23:54:12 GMT
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Hey guys,
got to thinking today, I remember of the good old days of the old server.dat where you could play alone in the server, but now with blackintel's release of a server.dat that fixes UDP flooding and the start button thing, I think its more important.

My question is could someone compile blackintel's server.dat but included the same function to play alone as the old one?

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Subject: Re: Patched Server.dat [New Request]
Posted by Zion on Sun, 08 Oct 2006 00:00:28 GMT
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Can't you patch the BlackIntels server.dat like you would with any other server.dat?

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Subject: Re: Patched Server.dat [New Request]
Posted by dead6re on Sun, 08 Oct 2006 13:19:24 GMT
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We can have a look to find the bytes to recreate this patch

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Subject: Re: Patched Server.dat [New Request]
Posted by trooprm02 on Sun, 08 Oct 2006 13:39:50 GMT
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dead6re wrote on Sun, 08 October 2006 09:19We can have a look to find the bytes to recreate this patch

Sounds good, so you think it could be released soon? (because im not to sure, but don't think it would take long to do)

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Subject: Re: Patched Server.dat [New Request]
Posted by dead6re on Mon, 09 Oct 2006 09:08:10 GMT
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I will work on it asap, a release might be possible when I can fix another issue that someone else is having.

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Subject: Re: Patched Server.dat [New Request]
Posted by trooprm02 on Mon, 09 Oct 2006 16:52:13 GMT
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dead6re wrote on Mon, 09 October 2006 04:08I will work on it asap, a release might be possible when I can fix another issue that someone else is having.


Sounds great, ive been really impressed with blackintel's work for the community lately, and well, this would be the cherry on the cake

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Subject: Re: Patched Server.dat [New Request]
Posted by Matix on Mon, 09 Oct 2006 17:08:46 GMT
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Well, www.game-maps.net has a patch for that? Just use BlackIntel's server.dat, use the server.dat pather from game-maps, and whala. Works.

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Subject: Re: Patched Server.dat [New Request]
Posted by Zion on Mon, 09 Oct 2006 22:21:50 GMT
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trooprm02 wrote on Mon, 09 October 2006 17:52Sounds great, ive been really impressed with blackintel's work for the community lately, and well, this would be the cherry on the cake

I thought you put icing on a cake?

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Subject: Re: Patched Server.dat [New Request]
Posted by EvilWhiteDragon on Mon, 09 Oct 2006 22:44:59 GMT
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@merovingian
Depends on thekind of cake eh

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Subject: Re: Patched Server.dat [New Request]
Posted by Zion on Tue, 10 Oct 2006 07:54:59 GMT
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Hehehehe, true.

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## Subject: Re: Patched Server.dat [New Request]
Posted by trooprm02 on Tue, 10 Oct 2006 14:21:37 GMT

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Matix wrote on Mon, 09 October 2006 12:08Well, www.game-maps.net has a patch for that? Just use BlackIntel's server.dat, use the server.dat pather from game-maps, and whala. Works.

So your saying to put 2 server.dat's in the folder?
Have you tryed it before, or are you guessing?

---

## Subject: Re: Patched Server.dat [New Request]
Posted by StealthEye on Tue, 10 Oct 2006 16:52:54 GMT

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The patch they have should work on the blackintel server.dat too. Just download it from here:
http://www.game-maps.net/index.php?action=file&id=458
then get our server.dat and patch it with the tool you downloaded.

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## Subject: Re: Patched Server.dat [New Request]
Posted by trooprm02 on Wed, 11 Oct 2006 14:40:59 GMT

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ok, ill try

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