Subject: Latest and greatest svn .exe`s
Posted by STK on Mon, 18 Jul 2011 13:26:12 GMT

Hi all I will from now on upload all the latest svn .exe`s for you but due to family commitments may not be right away.

I will start with version

4579

BUGFIX 551: Prior fix would allow items to be auto placed into the wrong sector if you had a sector inventory panel already open. The code should now realize that the wrong sector inventory screen is displayed, close that screen, switch to the correct sector, and then open the sector inventory panel before placing the item into sector inventory.

http://www.megaupload.com/?d=T9YAGF3A

4580

BUGFIX MERGES (Revision: 4564 and 4565) (thx to Buggler for sending me a reminder!)
- Bugfix: Disabled the experimental fix from Headrocks HAM 3.2, were enemies with 0 APs can enter the battle
o This experimental fix caused assertion errors in AddPossiblePendingMilitiaToBattle()

BUGZILLA #546: Fixed crash in InitPreBattleInterface()
- It seems the wrong 2nd parameter was passed to the method call InitPreBattleInterface(), when calling this method from from Dialogue Control.cpp (Line: 933)

http://www.mediafire.com/?mwbt5benfmsbclh

This would not have been possible with out the great people on
http://webchat.quakenet.org/?channels=bearpit

Enjoy

Subject: Re: Latest and greatest svn .exe`s
Posted by PasHancock on Mon, 18 Jul 2011 15:51:03 GMT

Nice!But it would be better if you knew what was Updated(fixed) in new revisions.

Subject: Re: Latest and greatest svn .exe`s
Posted by STK on Mon, 18 Jul 2011 15:52:15 GMT

Hey umm how do I find the change logs from the svn folder?.

Subject: Re: Latest and greatest svn .exe`s
Posted by PasHancock on Mon, 18 Jul 2011 15:53:35 GMT

I dont think there is a Revision log.We only get rev log after official release(Update)

Subject: Re: Latest and greatest svn .exe`s
Posted by STK on Mon, 18 Jul 2011 15:54:09 GMT

Hahahaha damn I think I may have found a way to find out hang on....

Edit:

SVN version 4580

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