Subject: Core Patch 1 progress report
Posted by jonwil on Sat, 11 Sep 2004 22:23:02 GMT
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Core Patch 1 is almost ready to go into beta-testing.
Currently scheduled to go into the client side portion (the beta anyway), are the following:
fastload version of C&C_Canyon
fastload version of C&C_City
fastload version of C&C_City_Flying
fastload version of C&C_Complex
new Miles Sound System drivers
GDI weapons factory interior glass fix (so you cant shoot through it anymore)
C&C_FieldTS
C&C_Gobi
C&C_Mutation_Redux
C&C_Sand
C&C_Siege
C&C_Snow
scripts.dll 1.9.2
fastload version of C&C_Field
fastload version of C&C_Hourglass
fastload version of C&C_Islands
fastload version of C&C_Mesa
fastload version of C&C_Under
fastload version of C&C_Volcano
fastload version of C&C_Walls
fastload version of C&C_Walls_Flying
C4 and beacon countdown sounds (both english and german)
strings.tdb with ACK changes (both english and german)

To be done before we go into client beta:
Completion of scripts.dll 1.9.2 (waiting for NeoSaber to do the testing and stuff he said he was
going to do)
Program to detect installed language and install correct files (should be easy enough to write, its
just a matter of finding the time to write and test it)

We are still working with SomeRhino (who assures me he is going as fast as possible) to fix the
last remaining bugs in Siege plus the following Westwood Studios map bugs:
Base to Base on Field
Vehicles getting on the walls in Walls & Walls Flying
Vehicles getting on the walls in Mesa
Base to Base on Islands
Shooting through the tunnel walls in the tunnels in Islands
and People getting on top of the War Factory in Canyon

In addition, we are trying to get localized versions of the strings.tdb changes and C4/beacon
countdown done for as many languages as possible. For languages we have (currently only
english and german), the appropriate language will be installed, otherwise no strings.tdb/sound

files will be installed.

And, we are working on some sounds to go with the new BrenBot features so that brenbot can play varous sounds at various times in the game.

If possible, these fixes will go into the final release of Core Patch 1. If not, we will release a new patch as soon as these fixes are done and tested (i.e. a "Core Patch 2")