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Subject: Core Patch 1 progress report

Posted by [jonwil](#) on Thu, 16 Sep 2004 04:00:36 GMT

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the map changes affect the original maps, yes.

What will happen is that if the server has the map, the changes take effect for all clients.

Otherwise, they dont.

There may be some slight effects if the client has the changes and the server doesnt or vice versa but they wont affect gameplay.

As for languages, the core patch 1 installer will install a language specific file (in fact, it will replace always.dbs from your language with a new one).

This language specific file will currently be installed for english, french and german (other languages will remain untouched).

It contains the C4 and beacon countdown mods.

It will contain the new loadscreens when they are completed.

And it contains a new strings.tdb file. This new strings.tdb file contains various string changes/fixes to fix various things (e.g. it makes "under attack" sounds for some buildings work)

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