
Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by [Crimson](#) on Tue, 30 Nov 2004 02:27:05 GMT
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Warning: Please be aware that with so many of you getting this large patch, downloading may be rather slow. We appreciate your patience.

You've been waiting for it... many of you helped test it... now it's here!

From the Creators of RenGuard, Blackhand Studios(tm) proudly presents "Core Patch One". CP1 is the first unofficial C&C Renegade update which fixes several bugs identified in the game. Many fixes and changes were made to the original maps including additional sounds, more effective vehicle blockers to prevent wall jumping, and other special effects. The much hated ability to do base to base attacks on certain maps has been prevented. Multiplayer radio command icons are now available, Obelisk powerup will be audible, seamless interaction between the Renegade client and the Free Dedicated Server will introduce server-side enhancements that make available the best effects ever achieved in Renegade multiplayer gameplay.

The people who have been eager to play the best Fan-made maps available at this moment haven't been left out. Six incredible maps, C&C_FieldTS, C&C_Gobi, C&C_Sand, C&C_MutationRedux, C&C_Siege, and C&C_Snow are all available through this update. Gobi, Sand, and Snow were among several maps intended to be released by Westwood Studios, and through the efforts of prolific level designer "Aircraftkiller", they have been completed and made available to you.

Patch Highlights (This is only a small part of the changes. Please read the README file for details):

New enhanced sound driver files for Renegade (including support for Dolby audio) by "v00d00"
A bug fix for the radio command icons
New console commands for the Free Dedicated Server, including private page and private AMMSG.
Field - B2B through mountain no longer works, Removed bad spawn points for Nod (fall through the map bug)
Islands - B2B with MRLS no longer works, No longer able to shoot through tunnel walls
Mesa - Unable to walljump anymore
All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

New Maps: C&C_MutationRedux by NeoSaber, C&C_Siege by PinkBunny (fixed version, by SomeRhino), C&C_FieldTS by Aircraftkiller, C&C_Snow by Aircraftkiller (from original Westwood design), C&C_Sand by Aircraftkiller (from original Westwood design), C&C_Gobi by Aircraftkiller (from original Westwood design)

For full details on this first Core Patch, please read the full README which will display automatically when you install the patch via RenGuard.

PLEASE NOTE: IF YOU USE RENGUARD AND HAVE CORE PATCHES ENABLED, YOU DO NOT NEED TO USE THESE LINKS! JUST LAUNCH RENGUARD AND YOU'LL GET THE PATCH AUTOMATICALLY!

Download CP1 on one of these mirrors if you don't have RenGuard:

Mirror 1: http://download.renguard.com/standalone_cp1.zip

Mirror 2: http://download.blackhand-studios.org/standalone_cp1.zip

Win32 FDS Server Side Patch Version 1.1 (DO NOT DOWNLOAD IF YOU DON'T RUN A SERVER)

Mirror 1: <http://download.renguard.com/SS-CP1.1.exe> (win32 server side)

Mirror 2: <http://download.blackhand-studios.org/SS-CP1.1.exe>

Linux FDS Server Side Patch (DO NOT DOWNLOAD IF YOU DON'T RUN A LINUX SERVER)

Mirror 1: <http://download.renguard.com/ss-cp1.tar.gz>

Mirror 2: <http://download.blackhand-studios.org/ss-cp1.tar.gz>
