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Subject: Core Patch Review

Posted by [mac](#) on Sun, 05 Dec 2004 05:11:49 GMT

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These things (death sounds and cargo plane sounds) are working in hosting mode. Thus, it was intended, but never fixed, as many things.

BHS has produced RenGuard as well as CP1, but these are different projects, not related to each other. I just want to point out that this is not a "RenGuard Patch", but a Renegade Patch. It patches renegade, not RenGuard

I think the original popup question that RenGuard does specifically states that these are updates for Renegade, not RenGuard. RenGuard's auto update feature cannot be disabled, since its automatic.

And no, we're not sitting back, as you can see.

If you want to remove emoticons and working MP-sounds (and all other engine bugfixes), you can make a copy of scripts.dll, and rename scripts2.dll to scripts.dll. Voila, no more sounds for you.

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