Subject: Core Patch 2 update 22 november
Posted by jonwil on Tue, 22 Nov 2005 09:19:39 GMT
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I have begun work on the client CP2 patches.
Once I get the completed map fixes, I should be able to assemble the client CP2 patches which will then go into private internal BHS testing.

CP2 will include the following:
Changed loadscreen (default renegade graphics plus empty loadscreen strings is what we decided on I think including undoing the font changes made in CP1
Map fixes
Updated downloader that can detect if 1.037 is installed and if not, it will install the needed files before it installs CP2.
scripts.dll/bhs.dll 2.2.1
C&C_Tropics
C&C_BunkersTS
C&C_Terrace
plus the map Titan1x77 is working on that will be exclusive to CP2