
Subject: Re: Prograss with CP2? (and RG1.04)
Posted by [reborn](#) on Mon, 23 Jan 2006 20:31:09 GMT
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RTsa wrote on Tue, 17 January 2006 09:18It's been a while since the last updates, so...
What's the situation on CP2? Titan's map finished? Map bugs fixed? Waiting for the next
scripts.dll or perhaps RG1.04? etc..
What's the progress on RG1.04? How did the beta testing go? Any major problems? etc...

The map bugs have been fixed for some time now, and John Will has been given them a few
weeks back.

I read that one of the main things now holding it back is a flaw with the script.dll's nickname fix,
that basically means it doesn't kick the nickname exploiters. I personally think that Silent_Kain's
Bandtest.dll was excellent, and instead of trying to make it work in the script.dll, just ask SK if he
doesn't mind shipping it with sscp2.

I participated in beta for RG1.04 and it had some timing issues, that cuased it to crash, and also
intermitently crash during gameplay. Then Mac left, or took a break, for reasons better known to
BHS. And since he was coding it in pearl, I am betting that work has now halted on RG1.04, or it
is being re-written in another language by Crimson.

But yeah, it would be sweet to have an official update on RG.
