
Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [Ma1kel](#) on Tue, 07 Feb 2006 19:56:02 GMT

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RTsa wrote on Tue, 07 February 2006 06:52It works great for me!

Thanks

(though, now the font is weird again, as I've gotten used to the CP1 font I guess you just can't have everything)

If you actually want it back open up stylemrg.ini and replace 4 lines that are already in it with this:

```
FONT_INGAME_TXT=Lucida Console, 8, 0
FONT_INGAME_BIG_TXT=Lucida Console, 16, 0
FONT_INGAME_SUBTITLE_TXT=Lucida Console, 14, 0
FONT_INGAME_HEADER_TXT=Lucida Console, 9, 1
```

And Trunkskbg I'm not having this problem, I do think Last_Stand looks like crap and I'm definatly sure that GDI will win the map 66% of the time. I mean, even the beta version of Pompeii.mix looks and plays better.
