madrackz wrote on Tue, 20 May 2008 23:12When they would make a Offical CP3 it should include the RR Client! with a Enable and Disable function.
The latest release of Resurrection has a Launcher, which pops up on every game launch (configurable), automatically checks for new versions (configurable) and allows you to choose whether you want to run Renegade with or without Resurrection.

SSnipe wrote on Tue, 20 May 2008 23:28Yrr wrote on Tue, 20 May 2008 09:36And they will never change unless somebody tells me...
1)have trouble picking up weapons...takes like 14 seconds
2)crashes when i try to play .pkg mods files like rp2
 i know there was more people sued to bitch about on the server i play but i always tuned them out ill ask them wat as wrong and tell u...but im not saying rr is great rr is fucking awsome but please make it so i dont crash on mods

i sitll say should as auto map downloader
1) No-one yet reported that. Does the client freeze? Is that a problem with client or server RR? On what server does it happen?
2) Some months ago I even set up a RP2 server for a while and it ran fine. I'll test latest RR with the new RC 1.1 of RP2 soon. (had a crash few days ago when loading Renegade Unleashed PKG with RR, which was caused by a Renegade bug. Removing dazzle.ini from the pkg fixed the problem).

The content-downloader (not only for maps) is planned but will still take a while. I started moving Resurrection from C++ to C++/CLI and C#. Now I have to make Renegade use DirectX 9, then I have to design and code GUI elements for the downloader and THEN I can start implementing the downloader