
Subject: Re: Core patch 2 manual download for client and server

Posted by [Goztow](#) on Fri, 31 Oct 2008 19:10:23 GMT

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It adds several other things. Here are the readme.txt 's:

Quote:Core Patch 1 Introduction

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From the Creators of RenGuard, Blackhand Studios(tm) proudly presents "Core Patch One". CP1 is the first unofficial C&C Renegade update which fixes several bugs identified in the game. Many fixes and changes were made to the original maps including additional sounds, more effective vehicle blockers to prevent wall jumping, and other special effects. The much hated ability to do base to base attacks on certain maps has been prevented. Multiplayer radio command icons are now available, Obelisk powerup will be audible, seamless interaction between the Renegade client and the Free Dedicated Server will introduce server-side enhancements that make available the best effects ever achieved in Renegade multiplayer gameplay.

The people who have been eager to play the best Fan-made maps available at this moment haven't been left out. Six incredible maps, C&C_FieldTS, C&C_Gobi, C&C_Sand, C&C_MutationRedux, C&C_Siege, and C&C_Snow are all available through this update. Gobi, Sand, and Snow were among several maps intended to be released by Westwood Studios, and through the efforts of prolific level designer "Aircraftkiller", they have been completed and made available to you.

General Features:

Some inefficiencies in the original Westwood map files have been removed resulting in faster-loading maps.

Version 1.9.3 of the custom scripts.dll by "jonwil"

New enhanced sound driver files for Renegade (including support for Dolby audio) by "v00d00"

Numerous engine bug fixes and enhancements are distributed through bhs.dll by "jonwil"

BHS.dll for Win32 includes the following features: (some of which only work when hosting)

A bug fix for the radio command icons

And some fixes to various script commands so that most sounds now play for all players, not just the host, and other fixes that will enable more functionality to be used on custom-made maps (such as poke, stealth, and explosions)

This means that if the server is running BHS.dll (or BHS.SO for linux) and the 1.9.3 version of the custom scripts.dll (or custom scripts.so for linux), the Obelisk will have the charge animation for all players and the charge sound for players who have BHS.dll installed.

C4 countdown mod and beacon countdown mod by Blazer (localized by Laeubi)

The server side SSAOW mod by vloktboky adds additional sounds that CP1 players will hear.

New console commands for the Free Dedicated Server:

-
- SNDA <wav file> - Plays a WAV file for all players. Host only.
 - SNDP <player> <wav file> - Plays a WAV file for a specific player. Host only.
 - ID <string> - Prints the name of ID of all players matching <string>. No string means all players.
 - TEAM <player> <team> - Changes a players team. Host only.
0 = Nod
1 = GDI
 - TEAM2 <player> <team> - Changes a players team without removing cash/score. Host only.
0 = Nod
1 = GDI
 - PAMSG <player> <message> - Sends an amsg to a specific player. Host only.
 - PPAGE <player> <message> - Sends a private message to a specific player. Host only.
 - DONATE <from player> <to player> <amount> - Move cash from one player to another on the same team.
 - VERSION <player> - Get the version of BHS.DLL installed on a client. Host only.

New client console commands:

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- EXIT - Completely closes Renegade

Current WS Map Fixes:

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- Field - B2B through mountain no longer works
 - Field - Removed bad spawn points for Nod (fall through the map bug)
 - Volcano - Several VIS (visibility errors) fixed
 - Walls - No longer able to drive vehicles onto the walls
 - Islands - B2B with MRLS no longer works
 - Islands - No longer able to shoot through tunnel walls
 - Mesa - Unable to walljump anymore
 - All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

Please note that we had to roll back to the original C&C Canyon - the fix that prevented you to get onto Weapons Factory had to be removed.

New Maps:

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- C&C_MutationRedux by NeoSaber
 - C&C_Siege by PinkBunny (fixed version, by SomeRhino)
 - C&C_FieldTS by Aircraftkiller
 - C&C_Snow by Aircraftkiller (from original Westwood design)

C&C_Sand by Aircraftkiller (from original Westwood design)

C&C_Gobi by Aircraftkiller (from original Westwood design)

Troubleshooting / Known Issues:

If the new loadscreen does not show properly for, please remove the strings.tdb file from your renegade data directory.

If your C&C_Canyon.mix map is displaying weird texture errors, you probably still have an older beta version of core patch 1. Please follow the instructions on www.renforums.com (cp1 forum) to reinstall CP1.

If emoticons do not show for you, something is wrong with your renegade executabe. Try to use another renegade executable. You can find support in the RenGuard/CP1 Forums.

Quote:

General Features:

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- The faster map loading enjoyed with Core Patch 1 has been made even faster in this patch.
 - Version 2.2.1 of the custom scripts.dll by "jonwil"
 - The font change inadvertently introduced, and the custom loadscreen in CP1 has been revoked, restoring the Renegade defaults.
 - Servers running CP2 will no longer allow players to get on top of the refinery on non-flying maps.
 - Fixed "error 17" and other more rare errors in the installer.
 - Added keyboard configuration for SSAOW keys, also includes keycfg.exe to change these assignments.
 - Harvester harvesting arms now animate (if the server is running the right version of bhs.dll)
 - A fix for the invisible harvester bug (where if you have an airstrip & power plant is destroyed, the harvester will respawn invisible).
 - Infantry death sounds and powerup collection sounds will now play (if the server runs the right version of bhs.dll)
 - New crash handling code that makes the "xxx.exe has just crashed" dialogs from windows go away as well as creating a new crashlog file called crashdump.txt (instead of the old _except.txt which is gone now)

Map changes/fixes:

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- Blocked ability for players to get on top of refinery on non-flying maps
 - C&C_Canyon.mix: Blocked ability for players to get on top of the Weapons Factory
 - C&C_Complex.mix: Prevent GDI Base-to-Base exploit to hit refinery
 - C&C_FieldTS.mix: Prevent Nod buggies from entering tunnels
 - C&C_FieldTS.mix: Fixed problem near obelisk where vehicles can get stuck
 - C&C_Islands.mix: Added blockers to prevent more Base-to-Base exploits
 - C&C_Snow.mix: Fixed a Base-to-Base exploit
 - C&C_Under.mix: Fixed a bad spawn point in the Hand of Nod

New console commands for the Free Dedicated Server:

- SNDT <wav file> <team> - Plays a WAV file for the specified team. Host only.
- SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.
- SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.
- SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.
- TPAGE <team> <message> - Sends a page to a specific team. Host only.
- MLIMIT <new limit> - Sets the mine limit. Limit of 127. Renegade host only.
- MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.
- MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.
- NOMUSICA - Stops the background music for all players. Host only.
- NOMUSICP <player> - Stops the background music for a specific player. Host only.
- SONG - Prints the name of the last song loaded by the MUSIC command or the Set_Background_Music script command. Host only.
- ICON <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their team. Host only.
- WIN <team> - Kills the buildings of the other team to end the game. Host only.
- TMSG <player> <message> - Sends a message to a team as though it was coming from <player>.

(For all commands requiring a team, use 0 for Nod and 1 for GDI)

New client console commands:

- SCREENSHOT changes the format of screenshots output by renegade. 0 = PNG, 1 = TGA. This setting gets saved into the registry. The default (if you have never used the SCREENSHOT command before) is PNG. Setting is saved in your registry as ScreenshotFormat under the HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade key, values are the same as for the console command (0 = PNG, 1 = TGA)
- SCREENFMT prints the current screenshot format
- LOG changes whether the client chat log is output or not, 0 = disabled, 1 = enabled. This setting gets saved into the registry. The default (if you have never used the LOG command before) is enabled. Setting is saved as ClientChatLog under the HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade key, values are the same as for the console command (0 = disabled, 1 = enabled)

New client side chatlog that will log the following:

- * all uses of MESASGE on the host
- * all uses of PPAGE on the host for this player
- * all uses of TPAGE on the host for this team
- * all uses of TMSG on the host for this team
- * all f2 chat messages
- * all f3 chat messages for this team
- * There will be an indication if its for everyone, team or private (note that because of how it works, a TPAGE command will be marked "private" and not "team", messages sent by the TMSG

command will show up as team messages)

- * This also records messages like "host: xxx changed teams" and "host: xxx committed suicide"
- LOGP prints the status of whether the client chat log is being output or not.

New Maps:

C&C_BunkersTS by Aircraftkiller

C&C_Last_Stand by Titan1x77

C&C_Terrace by Titan1x77

C&C_Tropics by Aircraftkiller

keycfg.exe How-To:

keycfg.exe is the GUI based editor for keys.cfg. The CP2 installer will put this application in your Renegade directory.

When you start the application, your existing key configuration will be loaded and displayed in the window. To change the key that triggers the item, click on the item you wish to change and press the new requested key.

Click "Save & Quit" to save your changes and quit the application. If you change your mind and wish to keep your existing keys, close the window or click "Quit" to leave without saving.