Roleplay2 2.2 Public Beta has been released!

- You should see major performance and stability increases with this release.
- This release is actually way smaller than the 2.1 release, however it has 4 maps, each takes up about 180 MB due to the more extensive pathfind each map now has.
- There are many new weapons and vehicles.

Server owners:
*Make sure not to override your original copy of shaders.dll, you do not want the client version of shaders.dll, trust me.
*You do not need RP2CSP.dll.
*Make sure to download scripts.dll and to put that on your server.
*You DO need the Roleplay2 folder in your data directory.
*Keys.cfg is unneeded.

Clients:
*Run the self extractor, aim it to your Renegade directory (IE: C:\Westwood\Renegade for a standard install of renegade, unless you own first decade). NOT in your DATA folder, your RENEGADE folder
*You do not need scripts.dll unless you plan on hosting your own server.

Downloads:
-Roleplay2 Installer - Notice, this file was updated 11/19/10, all files inside the package are now up to date.

Important Client Updates/Downloads:
-Shaders.zip - A client side vehicle/swimming fix.
-d3dx9_42.zip - Just pop it into your main Renegade directory if you get an error when you try to launch Renegade (Direct X component that is needed because I compiled the shaders.dll file with a newer DX9 SDK).

Other Downloads:
-RP2 2.2 Tips.zip - Tips file for new players, or maybe a tips file for veterans as well, you never know.
-RP2 Scripts.zip - This file is needed by anyone that is going to host a RP2 FDS (Version 2.2:1.5) (Note: RP2 was designed in mind of FDS and clients only, some issues will occur if you host RP2 non-dedicated).
-Source.zip - For anyone that needs the source code to scripts.dll or shaders.dll (Version 2.2:1.5).

Notice: www.roleplay2.com and renegadeforums.com are the only sites I'll be keeping these links updated on, any other site use at your own risk as they might be hosting out dated pkg files/code/plug-ins.

Picture spam fest below:
Pictures
Gunboat Pics:

There would be more however I accidently deleted a bunch of my own and never managed to get the rest from my testers. In addition most of these pictures are from the early stages of 2.2.