http://www.renevo.com/forum/showthread.php?s=&threadid=680

Ok, the patch is done, we are just going to do some small (and i mean, it don't crash computers) type testing, and then get it out to you most likely on monday, as well as the FDS with the matching version.

Couple of issues to address before we go all out on this as well.

#1: The initial installer was fucked, i admit it, and i have fixed it, as well as "discluding" some files that should not have been sent with the initial release. Soooo, to make a long story short, you will have to download the entire thing again . Good news being, it will fix everything that was wrong and make it a stable basis for future updates, bad news is, well... thats a big file to download. For those of you that ordered CD's, the correct version (as stated above) will be on the CD, not the messed up initial one. I tried to make it patchable, but it was just to big, and you might as well start it correctly (was something like 179 megs).

#2: here are the release notes.

Update Information September 26, 2004

Engine Changes:
Now requires a CD & Valid CD-Key, my bad there, and i really don't need legal on me.
Fixed some VERY common installer problems, should install very cleanly now.
Patch engine got its final tweek.

Preset Changes:
Allied Turrets Cone of Fire adjusted to 10,-10 to no longer shoot flying enemies.
V2 Rocket Turret adjusted to allow a -1 decline to shoot a bit closer to the ground, instead of "up" slightly. (balance issue)
Tesla MaxAttackDistance changed from 300 to 150 to prevent across map enemy tracking that has been reported.
Fixed the Soviet Officers name so that it no longer reflects Allied Officer.
Soldiers are no longer going to have the health bar & box surrounding them (not targetable) but still shottable.
Tanya has been equiped with 6 Remote C4s.
Hind Vulcan cannon has been reworked.
AA Gun has been adjusted so that it hits more properly
SAM Site has been reworked to not "go around then hit" but to hit directly.
Pillbox, the gun shouldn't go out the roof anymore.
Spy has been reduced in price from 1200 to 500.

Game Changes:

Shell & Shell_NoBuilding warhead types vs infantry has been slightly reduced. (.75 to .5).

2 more optional models for the Spy has been added, a grenader and a soviet infantry.

Pillbox Model has been changed.

Turret Model has been changed.

Resources for future patches have been added to always.dat.