
Subject: Sole Survivor Patch 1.02 Released
Posted by [SomeRhino](#) on Fri, 18 Jun 2004 04:23:21 GMT
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Sole Survivor Patch 1.02 has now been released, and can be downloaded at one of these mirrors (Thanks to ChronoJam for hosting):

<http://chronojam.cncarmy.com/SS/SS102Patch.exe> (Hosted by ChronoJam)
<http://chronojam.ghostcellclan.com/SS/SS102Patch.exe> (Hosted by ChronoJam)

Please let people know about this, as strange things may happen if you cross-connect with older versions. If you are hosting a server, please include the new map in the rotation. Thanks!

Changes since 1.01

New map, "Defenses 2" has been added.

Bug Fixes---

Prevented GDI Commando from having unlimited C4
Fixed corrupted physics data on CTF and Mobius mode "Bridges" map.
Fixed "Arena" mode crashing
Fixed the Gameset Console so that passwords and settings work when launched from the Start Menu

Balance Issues---

Speed of Medium, Light and Stealth tanks have been increased slightly.
Stealth Tank cloak effect is now more subtle.
Rocket launcher rate-of-fire has been decreased by 25%.
SSM Launcher re-arm time has been decreased.
Default health regeneration rate of Silos and MCVs has been decreased from 5 to 2.

Subject: Sole Survivor Patch 1.02 Released
Posted by [xptek_disabled](#) on Fri, 18 Jun 2004 04:35:28 GMT
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<http://www.byterush.com/SS102Patch.exe>
<http://www.byterush.net/SS102Patch.exe>

Updating the server.

Subject: Sole Survivor Patch 1.02 Released
Posted by [Vitaminous](#) on Fri, 18 Jun 2004 05:05:28 GMT
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Yay, another three days of fun, THEN I'll get bored and tired of it again!

Subject: Sole Survivor Patch 1.02 Released
Posted by [flyingfox](#) on Fri, 18 Jun 2004 06:44:36 GMT
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I think the SSM launchers will be more fun to play with now, but shouldn't the missiles heat seek?

Subject: Sole Survivor Patch 1.02 Released
Posted by [Aircraftkiller](#) on Fri, 18 Jun 2004 06:45:53 GMT
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Great work. Now fix the vehicles, characters, and buildings. And give it C&C Mode.

Subject: Sole Survivor Patch 1.02 Released
Posted by [{DG}Stryder](#) on Fri, 18 Jun 2004 07:47:23 GMT
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Um, DriReign made the mod how DriReign meant to make it. Obviously it's a mod full of a bunch of different game mods that were meant to be put in Renegade and some new mods they have created. If you want to go play C&C Mode, go play the original Renegade, RenAlert, or Reborn. Atleast, he is doing something entirely different.

Subject: Sole Survivor Patch 1.02 Released
Posted by [Aircraftkiller](#) on Fri, 18 Jun 2004 08:03:12 GMT
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Yes, and it's entirely not that fun. It doesn't matter if something is different. For example, Reborn is different, yet it's the equivalent of a toilet bowl full of shit with a Tiberian Sun logo slapped on it.

That doesn't make it fun.

Sole Survivor would be a lot more enjoyable if the game modes made more sense. C&C Mode is always enjoyable, and gives it a sense of purpose.

Subject: Sole Survivor Patch 1.02 Released
Posted by [{DG}Stryder](#) on Fri, 18 Jun 2004 08:32:11 GMT
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Well, I'm sorry you have such a poor judgement. Many people have had fun with both Reborn

AND Sole Survivor. I'm sorry you want RenAlert to be the best, and RenAlert is pretty good, but it doesn't need to be the only mod out there. Don't try to knock other mods out of competition. Use that competition to try to do better on your mod, instead of trying to knock down the others.

Subject: Sole Survivor Patch 1.02 Released
Posted by [Cypher \[PCNC\]](#) on Fri, 18 Jun 2004 09:04:04 GMT
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Oh, put a bloody sock in it already, ACK.

Subject: Sole Survivor Patch 1.02 Released
Posted by [Drkpwn3r](#) on Fri, 18 Jun 2004 09:10:06 GMT
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{DG}StryderMany people have had fun with both Reborn AND Sole Survivor.

I'm 1 of those many, just cuz a mod isn't fun to YOU doesn't mean it won't be fun to others as well, not a single person on this earth is perfect, so don't just judge mods & tell others that they won't like it just cuz YOU don't. :rolleyes:

Sorry if it seems mean or anythin to anyone, but it's the truth.

Different mods have different ways of playing them, if you like a specific mod over another, then fine, just play that mod, you don't need to play a mod you don't like.

So if you don't like a mod, don't go on ranting & raving over how it sucks or anything, just leave it go, just cuz you think your's is better doesn't mean that you gotta insult mods that other people like or are working on, cuz when ppl go on & on bout how such & such a mod looks horrible, it makes the person goin on & on about it look like an ass. :rolleyes:

Subject: Sole Survivor Patch 1.02 Released
Posted by [flyingfox](#) on Fri, 18 Jun 2004 09:20:04 GMT
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You have to remember whilst many people have enjoyed these mods many have probably not. Personally, I didn't enjoy reborn the last time I played it; it was better in the leaked beta, in several aspects including the banshees whos firing mode done the proper 3-orb strike instead of the double it is now. Some units, such as ghost stalkers, require too many hits to take down from apache fire and rocketeers' missiles don't heat seek like they did in TS. I think sole survivor is alright, but the gameplay could be improved and some of the vehicles look like they came out of some toy soldiers movie, as well as the "kiddie missiles" the SSM launchers fire. I'm not trying to criticise the mod: a lot of work has been put into it, but I think the gameplay at most needs improving.

I'd also like to add a bug to the next patch. On some levels, you get jammed at edges and have to die to get out of the hold. This includes an ice level at an overlook on water below, and against the GDI transport on some capture mobius level on grassy hills.

Subject: Sole Survivor Patch 1.02 Released
Posted by [JPNOD](#) on Fri, 18 Jun 2004 11:20:34 GMT
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Sole survivor is ok, but i dont like the units they arent C&C look -alike
The new game modes are cool. But the gameply on some maps could be made with just a new map in C&C Renegade aswell. besides the points u get by shooting on a harvester are 4 with a sniper rifle x32...
THough good job, But i rather see people working On patching Renegade, Renalert, Reborn since those are mod's wich could be like a renegade 2, 3

Subject: Sole Survivor Patch 1.02 Released
Posted by [Vitaminous](#) on Fri, 18 Jun 2004 14:33:17 GMT
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That isn't regular C&C either, it's just Toy Story V.C&C_SS_1B

Subject: Sole Survivor Patch 1.02 Released
Posted by [pulverizer](#) on Fri, 18 Jun 2004 16:20:29 GMT
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I agree with Ack. A CnC in SS would be cool.

Subject: Sole Survivor Patch 1.02 Released
Posted by [z310](#) on Fri, 18 Jun 2004 16:23:11 GMT
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AprimeYay, another three days of fun, THEN I'll get bored and tired of it again!

3 days thats it lol

Subject: Sole Survivor Patch 1.02 Released
Posted by [xptek_disabled](#) on Fri, 18 Jun 2004 18:17:09 GMT
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slayerI agree with Ack. A CnC in SS would be cool.

MapName00=C&C_Field.

Subject: Sole Survivor Patch 1.02 Released

Posted by [Spice](#) on Fri, 18 Jun 2004 18:57:56 GMT

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SS still crashes for me. The only thing that works now is arena until i got through the portals and it freezes. When i started arena it also went to windscreen for some reason. Also when i start the game the opening videos are stretched to a huge proportion.

Subject: Sole Survivor Patch 1.02 Released

Posted by [smwScott](#) on Fri, 18 Jun 2004 19:00:26 GMT

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If they added C&C mode to SS then it would be very similar to Renegades multiplayer. I don't see how it is worth the effort, it already does exactly what it set out to.

Subject: Sole Survivor Patch 1.02 Released

Posted by [icedog90](#) on Fri, 18 Jun 2004 22:44:05 GMT

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AircraftkillerGreat work. Now fix the vehicles, characters, and buildings. And give it C&C Mode.

I agree, SS needs C&C mode. :rolleyes:

Subject: Sole Survivor Patch 1.02 Released

Posted by [rm5248](#) on Sat, 19 Jun 2004 01:07:07 GMT

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smwScottIf they added C&C mode to SS then it would be very similar to Renegades multiplayer. I don't see how it is worth the effort, it already does exactly what it set out to.

Subject: Sole Survivor Patch 1.02 Released

Posted by [TnTANDY](#) on Sat, 19 Jun 2004 01:19:07 GMT

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Does SS only have 1 SP mission?
and what does the secret key unlock?

I played Sole Arena Today. I have got to say a massive hats off to you guys, that is one of most coolest thing I have seen in a very very long time for renny!

Andy.

Subject: Sole Survivor Patch 1.02 Released
Posted by [Ferhago](#) on Sat, 19 Jun 2004 01:32:51 GMT
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why does ss need CNC mode. ITS SOLE MOTHER FUCKING SURVIVOR

Subject: Sole Survivor Patch 1.02 Released
Posted by [ericlaw02](#) on Wed, 23 Jun 2004 03:30:43 GMT
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Err....
C&C C&C MODE!
Wait, it's C&C Sole Survivor...

Subject: Sole Survivor Patch 1.02 Released
Posted by [Spice](#) on Wed, 23 Jun 2004 03:38:23 GMT
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well since someone bumped this up.... It still crashes for me , when the video's platy the resolution is stretched and everything crashes except for arena. Even then , when I walk through the portal it crashes.

Subject: Sole Survivor Patch 1.02 Released
Posted by [YSLMuffins](#) on Wed, 23 Jun 2004 15:40:07 GMT
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AFAIK, isn't that scripts.dll thing?

Subject: Sole Survivor Patch 1.02 Released
Posted by [\[A-I\]NastyDead](#) on Wed, 23 Jun 2004 15:56:36 GMT
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lol three of you guys have made mirrors for the community how nice, BTW Renegade weapons i think are supposed to have large clips because of any less and it would be boring like Renalert, Reborn is the best.

Subject: Sole Survivor Patch 1.02 Released
Posted by [\[A-I\]NastyDead](#) on Wed, 23 Jun 2004 16:31:35 GMT
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wow!! SS has horrid graphics, a very low detailed maps, and the single player is impossibly hard.

Subject: Sole Survivor Patch 1.02 Released
Posted by [Stank900](#) on Wed, 23 Jun 2004 18:34:54 GMT
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nice keep up the good work i cant wait till next patch

Subject: Sole Survivor Patch 1.02 Released
Posted by [xptek_disabled](#) on Wed, 23 Jun 2004 18:37:08 GMT
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[A-INastyDead]In my biased opinion SS has horrid graphics, a very low detailed maps, and the single player is impossibly hard.

Subject: Sole Survivor Patch 1.02 Released
Posted by [{DG}Stryder](#) on Wed, 23 Jun 2004 19:03:58 GMT
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Single player is easy... it's one level. :rolleyes:

Subject: Sole Survivor Patch 1.02 Released
Posted by [Aircraftkiller](#) on Wed, 23 Jun 2004 19:17:33 GMT
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[A-INastyDead]lol three of you guys have made mirrors for the community how nice, BTW Renegade weapons i think are supposed to have large clips because of any less and it would be boring like Renalert, Reborn is the best.

If it's so boring, why do so many people play it online every day?

Subject: Sole Survivor Patch 1.02 Released
Posted by [TnTANDY](#) on Wed, 23 Jun 2004 21:59:02 GMT
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[A-INastyDead]wow!! SS has horrid graphics, a very low detailed maps, and the single player is impossibly hard.
SP is a piece of piss
Must of completed it 10 times in a row without dieing once
