Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Crimson on Tue, 30 Nov 2004 02:27:05 GMT
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Warning: Please be aware that with so many of you getting this large patch, downloading may be rather slow. We appreciate your patience.

You've been waiting for it... many of you helped test it... now it's here!

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 muliplayer 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.

Patch Highlights (This is only a small part of the changes. Please read the README file for details):

New enhanced sound driver files for Renegade (including support for Dolby audio) by "v00d00"
A bug fix for the radio command icons
New console commands for the Free Dedicated Server, including private page and private AMSG.
Field - B2B through mountain no longer works, Removed bad spawn points for Nod (fall through the map bug)
Islands - B2B with MRLS no longer works, 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

New Maps: 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)

For full details on this first Core Patch, please read the full README which will display automatically when you install the patch via RenGuard.

PLEASE NOTE: IF YOU USE RENGUARD AND HAVE CORE PATCHES ENABLED, YOU DO NOT NEED TO USE THESE LINKS! JUST LAUNCH RENGUARD AND YOU'LL GET THE PATCH AUTOMATICALLY!

Download CP1 on one of these mirrors if you don't have RenGuard:
Mirror 1: http://download.renguard.com/standalone_cp1.zip
Mirror 2: http://download.blackhand-studios.org/standalone_cp1.zip

Win32 FDS Server Side Patch Version 1.1 (DO NOT DOWNLOAD IF YOU DON'T RUN A SERVER)
Mirror 1: http://download.renguard.com/SS-CP1.1.exe (win32 server side)
Mirror 2: http://download.blackhand-studios.org/SS-CP1.1.exe

Linux FDS Server Side Patch (DO NOT DOWNLOAD IF YOU DON'T RUN A LINUX SERVER)
Mirror 1: http://download.renguard.com/ss-cp1.tar.gz
Mirror 2: http://download.blackhand-studios.org/ss-cp1.tar.gz

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Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by zunnie on Tue, 30 Nov 2004 02:28:52 GMT
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NIIICEE!!!

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Xante on Tue, 30 Nov 2004 02:29:56 GMT
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w00t!   aka Ducky <- <3

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Crimson on Tue, 30 Nov 2004 02:37:01 GMT
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Whoops! Small problem with mirrors... will be fixed momentarily!

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Crimson on Tue, 30 Nov 2004 02:38:33 GMT
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Should be back on now.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Kholdstare on Tue, 30 Nov 2004 02:48:40 GMT

Leeties in leetsauce. :mrgreen:

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Doitle on Tue, 30 Nov 2004 02:54:22 GMT

Crimson is on the cover of the next box of Leeties for sure.

I'm gonna go get Renegade back in working order and see if I can download this.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by jd422032101 on Tue, 30 Nov 2004 03:30:15 GMT

yay!

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Crimson on Tue, 30 Nov 2004 05:37:21 GMT

I didn't make the patch... I'm just the spokesmodel!

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Titan1x77 on Tue, 30 Nov 2004 07:05:01 GMT

It'd be nice to have some levels that are worth hosting by the servers.

Subject: Been there, tried that, returned it, got refund.
Posted by Estilgar on Tue, 30 Nov 2004 08:25:47 GMT

Okay I have DLed and installed the patch.. played it,... now how do I get rid of it.

Sorry to say but Black Cell's Dragonage is much better, and anyone can DL the maps they want to play.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by mac on Tue, 30 Nov 2004 08:33:21 GMT
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Remove the maps you don't like. The core of this patch are the included scripts.dll/bhs.dll which are responsible for all the engine fixes, and the modified westwood mix files, responsible for the various map fixes.

The maps are just addons.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Alkaline on Tue, 30 Nov 2004 09:23:17 GMT
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Titan1x77It'd be nice to have some levels that are worth hosting by the servers.
Don't worry titan, I got your back
as for this serverside patch, what exactly does it contain?

Subject: Re: Been there, tried that, returned it, got refund.
Posted by Alkaline on Tue, 30 Nov 2004 20:38:20 GMT
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EstilgarOkay I have DLed and installed the patch.. played it,... now how do I get rid of it.

Sorry to say but Black Cell's Dragonage is much better, and anyone can DL the maps they want to play.

dragonade just adds retarded stuff like weather, animations and a bunch of junk that just eats up fps... sure the look nice but I rather play with faster frame rates

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Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Pendullum on Tue, 30 Nov 2004 20:46:28 GMT
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I hope canyon is fixed fully before you released it...

Subject: Re: Been there, tried that, returned it, got refund.
Posted by Estilgar on Tue, 30 Nov 2004 21:28:16 GMT
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Alkaline

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dragonade just adds retarded stuff like weather, animations and a bunch of junk that just eats up fps... sure the look nice but I rather play with faster frame rates

You may call it retarted, but I find it enjoyable. And I don't have any FPS problems, I keep my system well calibrated and uptodate with the best stuff.

But either way that 'weather; and 'animations' are alot more enjoyable then a bunch of useless sounds and a silly font.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Hydra on Tue, 30 Nov 2004 22:12:19 GMT
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Titan1x77It'd be nice to have some levels that are worth hosting by the servers.
That's why none of yours were included.

Subject: Re: Been there, tried that, returned it, got refund.
Posted by Crimson on Tue, 30 Nov 2004 22:34:09 GMT
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EstilgarAlkaline

dragonade just adds retarded stuff like weather, animations and a bunch of junk that just eats up fps... sure the look nice but I rather play with faster frame rates

You may call it retarted, but I find it enjoyable. And I don't have any FPS problems, I keep my system well calibrated and uptodate with the best stuff.

But either way that 'weather; and 'animations' are alot more enjoyable then a bunch of useless sounds and a silly font.

And out of all of those only emoticons are actually useful.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Aircraftkiller on Tue, 30 Nov 2004 23:10:27 GMT
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hydra1945Titan1x77It'd be nice to have some levels that are worth hosting by the servers.
That's why none of yours were included.

Subject: Re: Been there, tried that, returned it, got refund.
Posted by Alkaline on Tue, 30 Nov 2004 23:33:20 GMT

EstilgarAlkaline

dragonade just adds retarded stuff like weather, animations and a bunch of junk that just eats up fps... sure the look nice but I rather play with faster frame rates

You may call it retarded, but I find it enjoyable. And I don't have any FPS problems, I keep my system well calibrated and uptodate with the best stuff.

But either way that 'weather; and 'animations' are alot more enjoyable then a bunch of useless sounds and a silly font.

ya the silly fonts and other stuff are kinda stupid, but in multiplayer, PERFORMANCE > all other things This is why westwood originally made multiplayer destruction animations faster then single player e.t.c.

also the sounds are useless.

the only thing I really like is the emoticons, however I wish they add more...
e.g. the building icon alwasy shows ref, it would be nice to have a power plant, weaps e.t.c.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Crimson on Tue, 30 Nov 2004 23:37:33 GMT

Most of the changes are just fixing bugs, not changing anything that Westwood didn't already intend to do. The emoticons were just a simple bug fix... but hopefully with more research we can replace them.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Aircraftkiller on Tue, 30 Nov 2004 23:41:58 GMT

That building icon is not a refinery. It's just a generalized industrial structure. If anything it looks more like a Weapons Factory.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by flyingfox on Tue, 30 Nov 2004 23:50:54 GMT

Good job on the patch!

but.....hey!

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nobody's bothered their shirt to run the levels!

horray! Long Live Renegade!

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Titan1x77 on Wed, 01 Dec 2004 00:35:48 GMT
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hydra1945Titan1x77It'd be nice to have some levels that are worth hosting by the servers.
That's why none of yours were included.

It's not about maps that I have made....It's about levels That I'd enjoy to play on a server....Idiot.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Titan1x77 on Wed, 01 Dec 2004 00:38:28 GMT
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has the BHS.dll been changed since the one released with scripts 1.9.1?

Also can the files of these updates be d-loaded seperatly?

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by jonwil on Wed, 01 Dec 2004 00:58:44 GMT
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the scripts.dll and bhs.dll are the ones included with scripts.dll 1.9.3
You cant download individual files seperatly, you need to download the entire patch.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Deltafox2004 on Wed, 01 Dec 2004 04:12:35 GMT
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Nice job on the patch, the fixes are super i just wish "westwood" done it in the first place.

ps the sounds are different but adds alittle spunk to the game .. Font you know the rest.

Snipes.

Subject: wow
Posted by Fulgore_xvii on Wed, 01 Dec 2004 18:43:57 GMT
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WOW... all this fancy stuff eh? adding new maps... animations, but still why the heck do all this fancy stuff, and not do the simple things in the game like add the much needed " defend/attack the hand/barracks" and "defend/attack the airstrip/warfactory" commands?
Instead of adding retarded maps and dumb little bug fixes, try fixing the basic stuff that matters, that little thing i mentioned would be of more benefit to the game than anything i see in your large patch listing, its as simple as that..... GJ!!!! and HF!!!! i wont be bothering with this patch :rolleyes:

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by mac on Wed, 01 Dec 2004 22:05:36 GMT
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It's not possbile to add new radio sounds.

Besides, CP1 has been in beta for 3 months, available for everyone to try out. Why are you complaining now? You've had your time.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Ripintou on Wed, 01 Dec 2004 22:08:16 GMT
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I think your New enhanced sound driver files for Renegade (including support for Dolby audio) by "v00d00" is causing people with fixed onmobo sound to crash to desktop more frequently, either that or they need to re-select their sound device.

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by Zonekill9 on Thu, 02 Dec 2004 21:11:17 GMT
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w00t. This Rulez.

I like the new sounds.

''Caserne d'infantrie du GDI réparée''

But the new font is seriously bad =/

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by SquiglyLP on Sat, 04 Dec 2004 20:14:46 GMT

If i aready D/L the core patch beta, do i need to D/L the new core patch?

Subject: ANNOUNCEMENT: Core Patch 1 Goes Live!!
Posted by mac on Sat, 04 Dec 2004 20:33:12 GMT

Yes, you need to update manually.