## Subject: Core Patch 2 update 11 July
Posted by jonwil on Mon, 11 Jul 2005 11:08:48 GMT

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No, I dont have an ETA for when CP2 will be out.
But I can tell you what will be in the client side patch:
1.Bunkers_TS
2.Terrace (because the aircraft in Hangmans_Canyon are useless and too easy to hit with snipers)
3.Tropics
4.A new map Titan is working on especially for Core Patch 2 (We couldnt get hold of the author of Deth_River so we decided to drop that)
5.Changes to the loadscreen (likely we will just go back to the standard renegade loadscreen)
6.Whatever map fixes we are able to get done in time
7.A proper fix for that "error 17" in the installer
And 8.Scripts.dll/bhs.dll 2.1.3

Server-side CP2 will include the above plus:
1.Fixes for the nickname explots (which are part of scripts.dll/bhs.dll 2.1.3)
2.New SSAOW (based on scripts.dll/bhs.dll 2.1.3)
3.New Brenbot

Also, we are releasing a pack of C&C music, about 120MB of MP3s (unzipped size). SSAOW in Core Patch 2 will contain the logic to play these songs. You will need scripts.dll/bhs.dll 2.1.3 to hear and control the songs as well as the MP3 files in the right place. (the song download will include scripts.dll/bhs.dll 2.1.3 as well as instructions to configure the keys for controling the music player)

This pack was origonally planned to be a Core Patch 1 bonus pack.

## Subject: Re: Core Patch 2 update 11 July
Posted by Dr. Lithius on Mon, 11 Jul 2005 13:21:19 GMT

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I was wondering what ever happened to Core Patch 1's Bonus Pack. . . Interesting new features, Jon. I eagerly anticipate this.

## Subject: Re: Core Patch 2 update 11 July
Posted by RTsa on Mon, 11 Jul 2005 15:26:05 GMT

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Quote:2.Terrace (because the aircraft in Hangmans_Canyon are useless and too easy to hit with snipers)
Heh, well, I don't have a problem with this. Though I think some people just might...oh well

Quote:4.A new map Titan is working on especially for Core Patch 2 (We couldnt get hold of the author of Deth_River so we decided to drop that)
here too. I hope it'll be a good map.

Thanks for the update!

---

Subject: Re: Core Patch 2 update 11 July
Posted by Aircraftkiller on Mon, 11 Jul 2005 15:28:30 GMT
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You should vote on what will replace Deth River instead of letting that assclown Titan put more shitty levels out.

---

Subject: Re: Core Patch 2 update 11 July
Posted by flyingfox on Mon, 11 Jul 2005 17:49:23 GMT
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Crafts are easy to shoot in terrace too. the only difference is they have more armour to sustain sniper attacks, making them more unbalanced when the one team doesn't have a barracks/hand. Apart from that, terrace is a Snipers' Haven™. It's the Garden of Eden for all those who love to snipe and hell for those that don't. Please remove this map from CP2.

---

Subject: Re: Core Patch 2 update 11 July
Posted by Ma1kel on Mon, 11 Jul 2005 21:17:55 GMT
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Aircraftkiller wrote on Mon, 11 July 2005 10:28You should vote on what will replace Deth River instead of letting that assclown Titan put more shitty levels out.
Lol, but he is 1 of the only people still deticated to make maps for Renegade.

And in my opinion Terrace is too big.
Nevermind flying Recon Bikes of terror.

---

Subject: Re: Core Patch 2 update 11 July
Posted by stahlei on Wed, 13 Jul 2005 05:36:20 GMT
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Aircraftkiller wrote on Mon, 11 July 2005 17:28You should vote on what will replace Deth River instead of letting that assclown Titan put more shitty levels out.

We should better  vote to replace you and your shitty buggy maps.

---

Hmm, nice thought "ACK was replaced by a normal thinking person"

---

Subject: Re: Core Patch 2 update 11 July
Posted by Renx on Wed, 13 Jul 2005 20:24:50 GMT
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u make none sense

---

Subject: Re: Core Patch 2 update 11 July
Posted by trunkskgb on Sat, 16 Jul 2005 00:21:28 GMT
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I think he's just trying to say ACK sucks...

Btw, cool additions BHS.

---

Subject: Re: Core Patch 2 update 11 July
Posted by mision08 on Sun, 17 Jul 2005 02:50:19 GMT
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How about dropping the bhs.dll 2.1 with the bug fix so I can try it. Or maybe you can let me in on how to get the client_logs to work with the bhs.dll from cp1.

I know that I am about 2 months late for any cp2 suggestions, but here I go anyway.
Trying to read the chat at the PT is a beating. The "you have just connected to a rengaurd protected server" is to loud, and so is the c130_loop.wav file.
Other than that it's peachy.

PS. could you also work on a graphics engine that will utilize the Athlon 64 X2 series Dual Core technology?

---

Subject: Re: Core Patch 2 update 11 July
Posted by danpaul88 on Sun, 17 Jul 2005 10:50:11 GMT
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BHS are not altering the core code of the renegade engine to prevent incompatabilities between CP2 users and non-CP2 users. Therefore i doubt they will alter how the graphics engine works.

---

Subject: Re: Core Patch 2 update 11 July
Posted by Renx on Sun, 17 Jul 2005 15:50:38 GMT

besides the fact that they couldn't do that anyway.

Do you mean renegade doesn't work with 64X2? Or Renguard doesn't work with it? If it's just rengaurd then I'd say you're probably running windows x64, which renguard doesn't support yet.

---

Subject: Re: Core Patch 2 update 11 July
Posted by mac on Mon, 18 Jul 2005 12:12:55 GMT

CP2 will include scripts.dll 2.1.3 which crashes the crash fixes in bhs.dll (as of 2.1.2)

It also defines all the engine features, everything else is post-2.1.3, and not for CP2.

---

Subject: Re: Core Patch 2 update 11 July
Posted by HTGunny on Sat, 20 Aug 2005 21:21:18 GMT

anything new on this or is it dyin - i love the work so far -

PLEASE KEEP IT UP

Gny

---

Subject: Re: Core Patch 2 update 11 July
Posted by Scorpio9a on Tue, 30 Aug 2005 15:15:19 GMT

mision08 wrote on Sat, 16 July 2005 22:50
PS. could you also work on a graphics engine that will utilize the Athlon 64 X2 series Dual Core technology?


That wouldn't improve anything if not make things even slower. Not sure what you think that would improve anything on the graphics engine side really?
Even thru it has little multi-threading support, Renegade already has a seperate thread to load the textures.
Most of the actual graphics processing are done on the video card, the heavy stuff atleast.

danpaul88 wrote on Sun, 17 July 2005 06:50Therefore i doubt they will alter how the graphics engine works.

---

You sure?

/me looks at the latest internal CP2 feature list. ;P

---

Subject: Re: Core Patch 2 update 11 July
Posted by theplague on Tue, 06 Sep 2005 02:00:30 GMT
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woulkd this force people to have CP2 to connect to renguard? because there was a few issues
with stealth with CP1 -_-

---

Subject: Re: Core Patch 2 update 11 July
Posted by Scorpio9a on Tue, 06 Sep 2005 10:28:58 GMT
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No not at all, this works perfectly fine with people which have CP1 and without CP1.

We test this on normal CP1/non-CP1 servers actually.

---

Subject: Re: Core Patch 2 update 11 July
Posted by dog455555 on Sun, 02 Oct 2005 00:04:57 GMT
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Will cp2 work with NR? Does it have crates?

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Subject: Re: Core Patch 2 update 11 July
Posted by mision08 on Sun, 02 Oct 2005 15:46:36 GMT
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Quote:That wouldn't improve anything if not make things even slower. Not sure what you think
that would improve anything on the graphics engine side really?
Even thru it has little multi-threading support, Renegade already has a seperate thread to load the
textures.
Most of the actual graphics processing are done on the video card, the heavy stuff atleast.
Who said anything about thinking? Basically I was just talking out of my ass. I know absolutely
nothing about programing, code, graphics engines, or cp2 for that matter. After further review I
found that dual core is not the way to go for a gaming rig. Umm, I'm an idiot. so there you go.

---

Subject: Re: Core Patch 2 update 11 July
Posted by R315r4z0r on Wed, 12 Oct 2005 04:10:47 GMT

i think that everthing sounds awsome so far, but i rather like the map terrece. And each team is supposed to have its own advatages and disadvantages. Helicopters are special vehicals...in a way, and although are weak in armor, are very strong to both buildings and inf. Snipers should be able to shoot them down. If they couldnt the game would be so much easier to own with helicopters.
I just hope that there is a vote on Deth River for a map instead of just putting in a level that everyone hates