Subject: Core Patch 2 update 22 november
Posted by jonwil on Tue, 22 Nov 2005 09:19:39 GMT
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I have begun work on the client CP2 patches.
Once I get the completed map fixes, I should be able to assemble the client CP2 patches which will then go into private internal BHS testing.

CP2 will include the following:
Changed loadscreen (default renegade graphics plus empty loadscreen strings is what we decided on I think including undoing the font changes made in CP1
Map fixes
Updated downloader that can detect if 1.037 is installed and if not, it will install the needed files before it installs CP2.
scripts.dll/bhs.dll 2.2.1
C&C_Tropics
C&C_BunkersTS
C&C_Terrace
plus the map Titan1x77 is working on that will be exclusive to CP2

Subject: Re: Core Patch 2 update 22 november
Posted by cmatt42 on Tue, 22 Nov 2005 11:10:09 GMT
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Whewty.

Subject: Re: Core Patch 2 update 22 november
Posted by Goztow on Tue, 22 Nov 2005 11:31:37 GMT
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Not bad . Can't you just put in an option while installing "keep cp1-font"? I'm used to it now, just like many others...

Subject: Re: Core Patch 2 update 22 november
Posted by RTsa on Tue, 22 Nov 2005 12:36:53 GMT
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I'm also used to CP1 font. (1600*1200, it might look different? I don't know..)
Quote:Updated downloader that can detect if 1.037 is installed and if not, it will install the needed files before it installs CP2.
Maybe have that in RG's (1.04) install as well? Would be more userfriendly.

Can't wait to get those maps in server rotations

Subject: Re: Core Patch 2 update 22 november
Posted by Ma1kel on Tue, 22 Nov 2005 21:50:04 GMT
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Only worried about Terrace, that map is...big.

Subject: Re: Core Patch 2 update 22 november
Posted by cmatt42 on Tue, 22 Nov 2005 22:39:39 GMT
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RTsa wrote on Tue, 22 November 2005 12:36I'm also used to CP1 font. (1600*1200, it might look different? I don't know..)
Quote:Updated downloader that can detect if 1.037 is installed and if not, it will install the needed files before it installs CP2.
Maybe have that in RG's (1.04) install as well? Would be more userfriendly.

I think I remember that was going to be so.

Subject: Re: Core Patch 2 update 22 november
Posted by RTsa on Wed, 23 Nov 2005 11:02:40 GMT
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Sounds good

Subject: Re: Core Patch 2 update 22 november
Posted by Caveman on Wed, 23 Nov 2005 11:36:37 GMT
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Goztow wrote on Tue, 22 November 2005 05:31Not bad . Can't you just put in an option while installing "keep cp1-font"? I'm used to it now, just like many others...

I agree im used to the font now, that is probably why i cant remember what the font was before, I'd hate for it to change again

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Subject: Re: Core Patch 2 update 22 november
Posted by GoTWhisKéY on Fri, 25 Nov 2005 02:19:24 GMT
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bunkersTS owns, nice job

Subject: Re: Core Patch 2 update 22 november
Posted by Goztow on Fri, 25 Nov 2005 07:41:26 GMT

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gotwhiskey wrote on Thu, 24 November 2005 21:19bunkersTS owns, nice job
Yes, totally!