
Subject: Core Patch update 29 november
Posted by [jonwil](#) on Tue, 29 Nov 2005 03:32:14 GMT
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I am hard at work perparing the Core Patch 2 client patch.
It should be ready to go into testing soon.
It will contain the following items: (some of which were actually fixed in CP1 I think)
Blockers so you cant get on the refinery in the non-flying westwood maps anymore.
Blockers so you cant get on the weapons factory on canyon anymore.
Blockers to prevent base to base shooting of the reinferny tower bit on Complex.
Bad spawn point in the hand of nod on field fixed.
Vehicle blockers for the tunnels in FieldTS.
Glitched near obelisk in FieldTS fixed where vehicles getting stuck.
Blockers to prevent base to base shooting with gunner and MRLS on islands fixed (MRLS shooting the hand from near the wall in the GDI base, not sure where the gunner block is)
Blockers to prevent base to base on snow
Bad spawn point in the hand of nod on under fixed.
Loadscreen changed back to the default westwood loadscreen minus the text.
Scripts.dll/bhs.dll 2.2.1 (including all the new features in it)
The "error 17" and such errors in the patcher should hopefully be gone.
The text font has been restored to the default settings.
Keys.cfg included for the keys used for SSAOW 1.4 (as well as the keycfg.exe editor you use to change the key assignments)
Plus, the following new maps:
C&C_Tropics
C&C_BunkersTS
C&C_Terrace
and C&C_Last_Stand which is a new non-flying map being created especially for Core Patch 2 by Titan1x77.

I am asking the community to nominate anything that we said we were going to fix in Core Patch 2 but that isnt on the list. (so I can find out why it wasnt fixed)

Subject: Re: Core Patch update 29 november
Posted by [Goztow](#) on Tue, 29 Nov 2005 07:51:40 GMT
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Is the possibility still open to choose during install if we want to keep cp1-font?

Subject: Re: Core Patch update 29 november
Posted by [jonwil](#) on Tue, 29 Nov 2005 10:13:38 GMT
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no, you cant choose the font.

Subject: Re: Core Patch update 29 november
Posted by [RTsa](#) on Tue, 29 Nov 2005 13:36:07 GMT
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Damn...I would've liked that.
Any chance of still doing it?

Other than that, it seems good!

I hope titan's map is good, I know the others are

Subject: Re: Core Patch update 29 november
Posted by [trunkskgb](#) on Wed, 07 Dec 2005 06:31:54 GMT
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I hope these maps will see more action then the previous CP1 maps. It was a shame how no one cared.

Subject: Re: Core Patch update 29 november
Posted by [RTsa](#) on Wed, 07 Dec 2005 09:36:33 GMT
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Oh but that's not true. They were played pretty much when CP1 got out. Now on the other hand...only Siege is played a lot. The others have been somewhat forgotten, which is too bad. When they are in the rotation, the server loses pretty many players..I'm wondering why they don't have CP1 installed..or even have the maps downloaded from renmaps or something.. :\

Subject: Re: Core Patch update 29 november
Posted by [Goztow](#) on Wed, 07 Dec 2005 10:21:08 GMT
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Errmmm you seem to forget snow! Snow and Siege were "stayers". Sand and Goby are nice to snipe on but that's it. Mutation redux was a big mistake, huge maps like that just don't work. Same mistake being made with Terrace here...

Subject: Re: Core Patch update 29 november
Posted by [RTsa](#) on Wed, 07 Dec 2005 18:32:40 GMT
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Uhm, I indeed play Snow almost every day, but that's because it's on your server

On other servers, it's mostly just Siege.

Subject: Re: Core Patch update 29 november
Posted by [trunkskgb](#) on Thu, 08 Dec 2005 13:18:44 GMT
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I'm fine with Seige and Snow. I'm not a huge fan of Infintry only maps though. Mutation Redux is good, but it has some bug where you're FPS decreases slowly the entire map.

Subject: Re: Core Patch update 29 november
Posted by [reborn](#) on Fri, 09 Dec 2005 08:52:12 GMT
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Just an update really...

I will be sending John Will the final map in 12 hours from this post (if not sooner). The last one took some time as it was CnC_FieldTS.mix, this mean't building it in level edit from scratch, with only the .w3d file to work from. It was worth it though. The Flame tank glitch has been fixed. Buggys can't gain access to the tunnels now, and that weird lag area between the obilisk air-strip tower has been fixed. I just need to test it out with a few players before i submit the final one to John for BHS internal testing.

So hopefully CP-2 will be rolling out soon. Woohoo!

Subject: Re: Core Patch update 29 november
Posted by [trunkskgb](#) on Fri, 09 Dec 2005 13:45:41 GMT
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Let me know when/where Reborn and I'll give a hand?

Subject: Re: Core Patch update 29 november
Posted by [Titan1x77](#) on Sat, 10 Dec 2005 05:18:45 GMT
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trunkskgb wrote on Thu, 08 December 2005 08:18 I'm fine with Seige and Snow. I'm not a huge fan of Infintry only maps though. Mutation Redux is good, but it has some bug where you're FPS decreases slowly the entire map.

I had the same bug with Lightwave 1 and 2....Comparing the 2 map's I don't see any similarity's between the two.

Unless Neosaber knows why, I don't have a clue how it happens.

Subject: Re: Core Patch update 29 november
Posted by [RTsa](#) on Sat, 10 Dec 2005 11:24:24 GMT
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Reborn, good job!

I'm sure it's a pain to redo the maps from scratch, but yeah, it's worth it!

Subject: Re: Core Patch update 29 november
Posted by [JeepRubi](#) on Mon, 19 Dec 2005 02:54:53 GMT
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I didnt feel like reading any posts but good job cant wait!
