
Subject: Core Patch update 23 december
Posted by [jonwil](#) on Thu, 22 Dec 2005 23:20:04 GMT
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Still working on CP2.
Titan has almost finish C&C_Last_Stand (just some issues with the tiberium silos left I think)
Still trying to get C&C_FieldTS and C&C_Walls from Reborn.
And I am waiting for a readme file.

Then we go into testing (mainly to make sure that C&C_Last_Stand is bug free and that the patch as a whole is bug-free)
Although I will probably wait until I finish the new scripts.dll 2.2.3 (with the bug-fixes I need to make) before we proceed.

Subject: Re: Core Patch update 23 december
Posted by [RTsa](#) on Fri, 23 Dec 2005 17:31:11 GMT
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Thank you very much for the update!

Looking good

Subject: Re: Core Patch update 23 december
Posted by [reborn](#) on Fri, 23 Dec 2005 18:28:00 GMT
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CnC_FieldTS.mix is finished, and the final version is on the FTP.
But i can't use that .w3d file you sent me for walls, it causes a version mis-match, or crashes the clients. However I could make a different addition to the map to stop the vehicles from climbing the base walls.. This would take about 20 minutes, so just let me know...

(i have been trying to reach you on MSN).

Subject: Re: Core Patch update 23 december
Posted by [RTsa](#) on Fri, 23 Dec 2005 18:34:01 GMT
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So, if everything goes according to plans...how long until a release?

Subject: Re: Core Patch update 23 december
Posted by [jonwil](#) on Fri, 23 Dec 2005 21:26:04 GMT

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ok reborn, go ahead and do whatever you can to make C&C_Walls work with vehicle blockers.

Subject: Re: Core Patch update 23 december
Posted by [=HT=T-Bird](#) on Sat, 24 Dec 2005 00:48:56 GMT
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While you're at it with the veh blockers, Reborn, could you add some to the hills in Canyon's field? It would save lots of people lots of time...

Subject: Re: Core Patch update 23 december
Posted by [reborn](#) on Sat, 24 Dec 2005 11:25:01 GMT
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=HT=T-Bird wrote on Fri, 23 December 2005 19:48: While you're at it with the veh blockers, Reborn, could you add some to the hills in Canyon's field? It would save lots of people lots of time...

Well I could... But that was not requested from Mac as a fix, or anyone else from the BHS team. I am only making fixes or additions that they request.
If you really see it as a glitch or something that needs fixing, then speak to John Will.

Subject: Re: Core Patch update 23 december
Posted by [Alkaline](#) on Wed, 28 Dec 2005 03:25:27 GMT
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Cool, Although I have played these maps a ton of time and will not really find anything new (except for titans new map) this would be good for a core patch...

However in the end I think there is only 1 server that will actually have these in rotation, the rest will probably only run the westwood stock maps

Subject: Re: Core Patch update 23 december
Posted by [Goztow](#) on Wed, 28 Dec 2005 07:40:33 GMT
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Alkaline wrote on Tue, 27 December 2005 22:25: Cool, Although I have played these maps a ton of time and will not really find anything new (except for titans new map) this would be good for a core patch...

However in the end I think there is only 1 server that will actually have these in rotation, the rest will probably only run the westwood stock maps

Actually you will find that multiple servers get siege (and snow) in rotation. We have anyway. But it's true: the server goes from 24 to 6 (for example) players when those maps come up, even though we got an auto announcement where people can download them. I just don't understand...

BTW: would be handy if the automatic download of core patches by RG would be fixed but I know that it is one of the many problems you encounter at the moment.
