
Subject: Core Patch 2 update 19 january
Posted by [jonwil](#) on Thu, 19 Jan 2006 11:52:33 GMT
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Core patch 2 is still being worked on.
Right now, I am waiting on a readme file (if there is someone out there with good documentation skills that wants to write the readme, let me know and we can work something out since no-one in BHS has offered to do it and I suck at writing readmes
I am also waiting for Titan to hand me the final version of C&C_Last_Stand. (last I heard he was finishing vis on the map)
And I am still trying to fix the ID console command (although I cant reproduce it myself) and the nickname exploit fixes (which I also cant reproduce, it says that its kicking the player off but doesnt actually do it for some wierd reason)

The fact that I am working full time makes it harder to catch up with the right people and solve these issues

Subject: Re: Core Patch 2 update 19 january
Posted by [SCOTT9](#) on Thu, 19 Jan 2006 15:09:50 GMT
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ask blazer

Subject: Re: Core Patch 2 update 19 january
Posted by [RTsa](#) on Thu, 19 Jan 2006 21:10:14 GMT
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Thanks for the update regardless, even though it wasn't all good

Subject: Re: Core Patch 2 update 19 january
Posted by [Goztow](#) on Fri, 20 Jan 2006 07:48:05 GMT
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Yes, tx for the update!

Subject: Re: Core Patch 2 update 19 january
Posted by [EA-DamageEverything](#) on Fri, 20 Jan 2006 13:44:53 GMT
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When the english CP2-readme.txt is finished, I can translate it into german in case mac won't do it already.

Subject: Re: Core Patch 2 update 19 january
Posted by [reborn](#) on Sun, 22 Jan 2006 12:18:29 GMT
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How about releasing the the mix files of the fixed maps to the server owners? All the fixes work server side without mis-match, and people could start getting the benefit of them right away

Subject: Re: Core Patch 2 update 19 january
Posted by [Titan1x77](#) on Sun, 22 Jan 2006 20:46:18 GMT
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Next Time I see you online JW, I'll send you the final version....I was just running around looking for more VIS errors in the meantime.

Subject: Re: Core Patch 2 update 19 january
Posted by [jonwil](#) on Mon, 23 Jan 2006 07:04:57 GMT
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Titan, if I dont see you online before you read this, please upload the final map to somewhere like YouSendIt and give me the URL for it.

Subject: Re: Core Patch 2 update 19 january
Posted by [EA-DamageEverything](#) on Mon, 23 Jan 2006 07:50:05 GMT
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I've seen C&C_Last_Stand_Beta.mix on Toaster-Oven (BA-Clan) last night on WOL. Now you've posted the word "final". Is the map finished?

Subject: Re: Core Patch 2 update 19 january
Posted by [jonwil](#) on Mon, 23 Jan 2006 11:11:53 GMT
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As far as I know, the map Titan has for me is considered "Final" (assuming he found all the bugs)

Subject: Re: Core Patch 2 update 19 january
Posted by [SCOTT9](#) on Tue, 24 Jan 2006 15:57:31 GMT
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jonwil wrote on Mon, 23 January 2006 05:11As far as I know, the map Titan has for me is considered "Final" (assuming he found all the bugs)

titan respect!!

Subject: Re: Core Patch 2 update 19 january
Posted by [Titan1x77](#) on Wed, 25 Jan 2006 09:45:34 GMT
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EA-DamageEverything wrote on Mon, 23 January 2006 02:50I've seen C&C_Last_Stand_Beta.mix on Toaster-Oven (BA-Clan) last night on WOL. Now you've posted the word "final". Is the map finished?

Really huh?

Well this version has a solid framerate(60-75 < my max)compared to the beta which was anywhere from 20-60 FPS.

Added a new route by the GDI tib feild, opened up the route for tanks to travel where they couldnt before (near nod tunnels exits)

fixed all bugs from that version....upgraded the repair pad, moved the Recon and advanced humvee to the extras menu...plus re-textured it a bit to look better.

Wish i would of known about this being on the server i wanted to play it with as many people as i could....Im pretty sure its balanced fine though.

Subject: Re: Core Patch 2 update 19 january
Posted by [EA-DamageEverything](#) on Wed, 25 Jan 2006 17:41:10 GMT
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Yeah I think so. The map was highlighted in grey (like any map which is not in the DATA dir) and the name was C&C_Last_Stand_ -the 3rd Block was behind the Ping ights on the game listings. So I thought it must have been the word BETA.

I have 349 Maps (MIX format) and there is no other map around with a similar name.
