Subject: Core Patch 2 update 12 febuary
Posted by jonwil on Sun, 12 Feb 2006 04:22:06 GMT
View Forum Message <> Reply to Message

So far, most of the problems people have had with Core Patch 2 come from people with (for some wierd reason), CP1 betas. Also from people with CP1 installed but the installer not picking up that its intalled. And people that have gotten mix files (such as C&C_FieldTS) from elsewhere which is confusing the installer.

I have checked the First Decade files and other than the game.exe, it is identical to 1.037 (which is not surprising)
The only differences between the First Decade game2.exe and the no-cd crack I was using are that the date stamp in the exe is different, the no-cd crack has a string put there by whatever protection removal program was used, the no-cd crack has a string from the copy protection that was never removed and there is a wierd difference in the memcmp() function (no idea why its there or what its for though, its totally bizzare)

I have made the window of the client CP2 installer larger (for the benifit of those using XP themes that cause scrollbars to appear in the current downloader) and I have made it not say Core Patch 1 anymore (it now just says Core Patch)

There is still a need to redo the readme file for CP2 and improve it.

Once that is done, I plan to release Core Patch 2 final (there is no need for a Release Candidate 2 since there arent enough changes that need testing)

When it goes live, it will download via RenGuard like CP1 does and also it will do the same precheck (to make sure your files are correct)

The windows SSCP2 installer will also hopefully be improved to be as good as the SSCP1 installer.

Subject: Re: Core Patch 2 update 12 febuary
Posted by Goztow on Mon, 13 Feb 2006 07:49:16 GMT
View Forum Message <> Reply to Message

Good. You do know that cp1 doesn't download via RG for the moment?

Subject: Re: Core Patch 2 update 12 febuary
Posted by Xylaquin on Mon, 13 Feb 2006 07:55:53 GMT
View Forum Message <> Reply to Message

Yeah and also, if I have CP2 candidate 1 installed, when CP2 final is released and I launch RenGuard, will it install ok? Or will it think I already have CP2 installed anyway?

Nice work all the same.