
Subject: Renegade Tool Manager
Posted by [PsuFan](#) on Fri, 23 Nov 2007 14:16:19 GMT
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Tool Manager Released!

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Readme with Changelog

More Information

Flash Video of it being used

Subject: Re: Renegade Tool Manager
Posted by [Goztow](#) on Fri, 23 Nov 2007 14:24:02 GMT
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Just noticed this: any reason why u didn't include core patch 2?

Subject: Re: Renegade Tool Manager
Posted by [renalpha](#) on Fri, 23 Nov 2007 16:27:48 GMT
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<http://tiberium-planet.com/forum/viewtopic.php?p=39#39>

added + awesome

Subject: Re: Renegade Tool Manager
Posted by [renalpha](#) on Fri, 23 Nov 2007 16:29:27 GMT
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library files if you miss them

http://www.ascentive.com/support/new/support_dll.phtml?dllname=TABCTL32.OCX

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Fri, 23 Nov 2007 17:43:24 GMT
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@ goztow, I dont really support cp2, Im a cp1 person. What is better in cp2 than cp1? If a lot of people use it all be sure to add it.

@ renalpha, wheres the download? I just see a readme.. lol but thanks

Heres VB runtime files if you really need them? Download

@ anyone else, if it says your missing some other file thats not in there ^^ just as me and ill be sure to hook you up with them.

Subject: Re: Renegade Tool Manager
Posted by [_SSnipe_](#) on Fri, 23 Nov 2007 19:33:07 GMT
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PsuFan wrote on Fri, 23 November 2007 09:43@ goztow, I dont really support cp2, Im a cp1 person. What is better in cp2 than cp1? If a lot of people use it all be sure to add it.

@ renalpha, wheres the download? I just see a readme.. lol but thanks

Heres VB runtime files if you really need them? Download

@ anyone else, if it says your missing some other file thats not in there ^^ just as me and ill be sure to hook you up with them.

IN THAT CASE ITS USELESS TO ME

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Fri, 23 Nov 2007 19:39:48 GMT
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why might I ask?

Subject: Re: Renegade Tool Manager
Posted by [cmatt42](#) on Fri, 23 Nov 2007 20:09:39 GMT
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PsuFan wrote on Fri, 23 November 2007 17:43@ goztow, I dont really support cp2, Im a cp1 person. What is better in cp2 than cp1? If a lot of people use it all be sure to add it.

It wouldn't be a complete tool manager without it. I don't know many people that don't have CP2, either.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Fri, 23 Nov 2007 20:28:19 GMT

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I dont know many people with it.

No one answered which is better (has more features etc)

Subject: Re: Renegade Tool Manager

Posted by [Ethenal](#) on Fri, 23 Nov 2007 22:22:34 GMT

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CP2 builds on CP1... lol...

EDIT: I know a ton of people with CP2... no one installs CP1 anymore.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Sat, 24 Nov 2007 04:01:03 GMT

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I was just brought back up to speed on Core Patch 2. It seems that Core Patch 2 = Core Patch 1 Version 2.3 with some extra maps. For those who are not aware, Core Patch 1 is currently on version 3.4.4. I am confused on how you think Core Patch 2 can build on Core Patch 1...

Subject: Re: Renegade Tool Manager

Posted by [Lone0001](#) on Sat, 24 Nov 2007 04:34:07 GMT

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some servers require cp2 to use some of the stuff in them

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Sat, 24 Nov 2007 04:44:33 GMT

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Well since cp1 is version 3.4.4. I think that Core Patch 1 has more scripts & features than cp2, So i think servers requiring it would be satisfied by core patch 1.. I could be wrong however.

Subject: Re: Renegade Tool Manager

Posted by [Lone0001](#) on Sat, 24 Nov 2007 04:48:16 GMT

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You would be, I am a mod on a server where CP2 is required to use some of the features of it and

I have tested with CP1(DOES NOT WORK)

Subject: Re: Renegade Tool Manager

Posted by [Canadacdn](#) on Sat, 24 Nov 2007 04:52:02 GMT

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Nice program, but it should have CP2.

Subject: Re: Renegade Tool Manager

Posted by [Ethenal](#) on Sat, 24 Nov 2007 05:40:57 GMT

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Wouldn't simple logic tell you that Core Patch 1 was the predecessor of Core Patch 2?

Subject: Re: Renegade Tool Manager

Posted by [Goztow](#) on Sat, 24 Nov 2007 08:40:26 GMT

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"CP2readme"General Features:

- The faster map loading enjoyed with Core Patch 1 has been made even faster in this patch.
- Version 2.2.1 of the custom scripts.dll by "jonwil"
- The font change inadvertently introduced, and the custom loadsreen in CP1 has been revoked, restoring the Renegade defaults.
- Servers running CP2 will no longer allow players to get on top of the refinery on non-flying maps.
- Fixed "error 17" and other more rare errors in the installer.
- Added keyboard configuration for SSAOW keys, also includes keycfg.exe to change these assignments.
- Harvester harvesting arms now animate (if the server is running the right version of bhs.dll)
- A fix for the invisible harvester bug (where if you have an airstrip & power plant is destroyed, the harvester will respawn invisible).
- Infantry death sounds and powerup collection sounds will now play (if the server runs the right version of bhs.dll)
- New crash handling code that makes the "xxx.exe has just crashed" dialogs from windows go away as well as creating a new crashlog file called crashdump.txt (instead of the old _except.txt which is gone now)

Map changes/fixes:

- Blocked ability for players to get on top of refinery on non-flying maps
- C&C_Canyon.mix: Blocked ability for players to get on top of the Weapons Factory
- C&C_Complex.mix: Prevent GDI Base-to-Base exploit to hit refinery
- C&C_FieldTS.mix: Prevent Nod buggies from entering tunnels

- C&C_FieldTS.mix: Fixed problem near obelisk where vehicles can get stuck
- C&C_Islands.mix: Added blockers to prevent more Base-to-Base exploits
- C&C_Snow.mix: Fixed a Base-to-Base exploit
- C&C_Under.mix: Fixed a bad spawn point in the Hand of Nod

New console commands for the Free Dedicated Server:

-
- SNDT <wav file> <team> - Plays a WAV file for the specified team. Host only.
 - SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.
 - SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.
 - SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.
 - TPAGE <team> <message> - Sends a page to a specific team. Host only.
 - MLIMIT <new limit> - Sets the mine limit. Limit of 127. Renegade host only.
 - MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.
 - MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.
 - NOMUSICA - Stops the background music for all players. Host only.
 - NOMUSICP <player> - Stops the background music for a specific player. Host only.
 - SONG - Prints the name of the last song loaded by the MUSIC command or the Set_Background_Music script command. Host only.
 - ICON <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their team. Host only.
 - WIN <team> - Kills the buildings of the other team to end the game. Host only.
 - TMSG <player> <message> - Sends a message to a team as though it was coming from <player>.

(For all commands requiring a team, use 0 for Nod and 1 for GDI)

New client console commands:

-
- SCREENSHOT changes the format of screenshots output by renegade. 0 = PNG, 1 = TGA. This setting gets saved into the registry. The default (if you have never used the SCREENSHOT command before) is PNG. Setting is saved in your registry as ScreenshotFormat under the HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade key, values are the same as for the console command (0 = PNG, 1 = TGA)
 - SCREENFMT prints the current screenshot format
 - LOG changes whether the client chat log is output or not, 0 = disabled, 1 = enabled. This setting gets saved into the registry. The default (if you have never used the LOG command before) is enabled. Setting is saved as ClientChatLog under the HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade key, values are the same as for the console command (0 = disabled, 1 = enabled)

New client side chatlog that will log the following:

- * all uses of MESASGE on the host
- * all uses of PPAGE on the host for this player
- * all uses of TPAGE on the host for this team

- * all uses of TMSG on the host for this team
 - * all f2 chat messages
 - * all f3 chat messages for this team
 - * There will be an indication if its for everyone, team or private (note that because of how it works, a TPAGE command will be marked "private" and not "team", messages sent by the TMSG command will show up as team messages)
 - * This also records messages like "host: xxx changed teams" and "host: xxx committed suicide"
- LOGP prints the status of whether the client chat log is being output or not.

New Maps:

C&C_BunkersTS by Aircraftkiller

C&C_Last_Stand by Titan1x77

C&C_Terrace by Titan1x77

C&C_Tropics by Aircraftkiller

keycfg.exe How-To:

keycfg.exe is the GUI based editor for keys.cfg. The CP2 installer will put this application in your Renegade directory.

When you start the application, your existing key configuration will be loaded and displayed in the window. To change the key that triggers the item, click on the item your wish to change and press the new requested key.

Click "Save & Quit" to save your changes and quit the application. If you change your mind and wish to keep your existing keys, close the window or click "Quit" to leave without saving.

Subject: Re: Renegade Tool Manager

Posted by [Ghostshaw](#) on Sat, 24 Nov 2007 10:43:18 GMT

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He is thinking scripts.dll versions. You can use any scripts version with either core patch, but CP2 contains some other fixes for maps and such. There are no CP versions. CP1 is CP1 which came with some early scripts.dll version (dunno which). CP2 came with a later scripts.dll version namely 2.3.

-Ghost-

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Sat, 24 Nov 2007 14:55:35 GMT

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What about console commands. 3.4.4 has probably twice as many console commands.

Quote:

ADMIN_MESSAGE <message> - sends an admin message to all clients. Host only. (amsg)
ALLOW [<Nickname>|<Id>] - Remove user channel ban from this server (WOL mode only).
BAN [<Nickname>|<Id>] - Permanently ban a user from this server (GameSpy & WOL mode only).
CLIENT_PHYSICS_OPTIMIZATION [0|1] - Update only visible physic objects on client. (cpo)
CMMSG <red>,<green>,<blue> <message> - Displays a colored message in the info box of all players. Host only.
CMSGP <player> <red>,<green>,<blue> <message> - Displays a colored message in the info box of a player. Host only.
CMSGT <team> <red>,<green>,<blue> <message> - Displays a colored message in the info box of a team. Host only.
DISARM <player> - Disarms all C4 of a player. Host only.
DISARMB <player> - Disarms all beacons of a player. Host only.
DISARMP <player> - Disarms all proximity C4 of a player. Host only.
DONATE <from player> <to player> <amount> - Move cash from one player to another on the same team.
EDIT_VEHICLE - Edit the parameters of the currently driven vehicle.
EJECT <player> - Ejects that player from whatever vehicle they are in, if any
EXIT - Exits renegade. Renegade Client only.
EXTRAS <key>
FPS - toggle FPS display. (fps)
GAME_INFO - Print info about a game in progress to console box
GAMEOVER - end current game (server only).
GETBW <player> - retrives the current bandwidth for <player> (as set by sbbo)
HUD <number> - enables or disables the HUD, 0 = disabled, 1 = enabled
ICON <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their team. Host only.
ICON2 <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their enemies. Host only.
ID <string> - Prints the name and ID of all players matching <string>. No string means all players.
KICK [<Nickname>|<Id>] - Kick a user from the game.
LOG <number> - enables or disables the client chatlog, 0 = disabled, 1 = enabled
LOGP - prints the status of the client chatlog
MAP - Print the name of the current map. Host only.
MAPCH <player> <map> - Check if a given client has a given map. Host Only.
MAPNUM - Print the index within the map list of the current map. Host only.
MAXPLIMITD - Displays the original player limit (also the maximum player limit)
MESSAGE <message> - sends a chat message to all clients. Host only. (msg)
MINED <team> - Print the current mine count for <team>. Host only.
0 = Nod
1 = GDI
MLIMIT <new limit> - Sets the mine limit. Limit of 127. Renegade host only.
MLIMITD - Print the current mine limit. Host only.
MLIST <position> - Print the name of the map in the given position in the map list. Numbers are from 0 to 99. Host only.
MLISTC <position> <map> - Change the map at <position> in the map list. Numbers are from 0 to 99. Host only.

MOD - Print the name of the current mod. Host only.
 MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.
 MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.
 NET_UPDATE_RATE - set the max. net update think rate (times per second). (nur)
 NOMUSICA - Stops the background music for all players. Host only.
 NOMUSICP <player> - Stops the background music for a specific player. Host only.
 PAMSG <player> <message> - Sends an admin message to a specific player. Host only.
 PINFO - print information about the players in the game
 PLAYER_INFO - Print info about players in the game to the console box
 PLIMIT <new limit> - Changes the player limit
 PLIMITD - Displays the current player limit
 PPAGE <player> <message> - Sends a page to a specific player. Host only.
 QUIT - End game and quit to desktop (dedicated server only).

 QUIT_SLAVE slavename - Shutdown a slave server (dedicated master server only).
 RADAR - Get the radar mode for the server. Host only.
 RESTART - Quit to desktop and restart process (dedicated server only).
 RLMON <1.2.3.4:1234> - Sets the current renlog mointor. Dedicated Servers only
 RLMONOFF - Clears the current renlog mointor. Dedicated Servers only
 SCREEN_UV_BIAS - toggles the half pixel bias in screen text.
 SCREENFMT - prints the current screenshot format
 SCREENSHOT <number> - changes the format of screenshots. Default is png, 0 = png, 1 = tga.
 This is saved in the registry
 SET_BW_BUDGET_OUT <bps> - set total bps budget out. (sbbo)
 SETBW <player> <bandwidth> - sets the current bandwidth for <player> (as set by sbbo)
 SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.
 SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.
 SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.
 0 = Nod
 1 = GDI
 SNDA <wav file> - Plays a WAV file for all players. Host only.
 SNDP <player> <wav file> - Plays a WAV file for a specific player. Host only.
 SNDT <team> <wav file> - Plays a WAV file for a specific team. Host only.
 SONG - Prints the name of the last song loaded by the MUSIC command or the Set_Background_Music script command. Host only.
 SVERSION - Get the version of bhs.dll installed on this machine.
 TEAM <player> <team> - Changes a players team. Host only.
 0 = Nod
 1 = GDI
 TEAM2 <player> <team> - Changes a players team without taking cash/score Host only.
 0 = Nod
 1 = GDI
 TIME <new time> - Changes the time remaining
 TIMED - Displays the time remaining
 TIMEL <new limit> - Changes the time limit
 TIMELD - Displays the time limit

TMSG <player> <message> - Sends a message to a team as though it was coming from <player>.
TOGGLE_SORTING - toggles WW3D sorting.
TPAGE <team> <message> - Sends a page to a specific team. Host only.
0 = Nod
1 = GDI
VERSION <player> - Get the version of bhs.dll installed on a client. Host Only.
VIEW <w3d filename> <animation name> - displays a w3d file in a dialog. Use to examine models for test purposes.
VLIMIT <limit> - Changes the current vehicle limit. Host only.
VLIMITD - Displays the current vehicle limit. Host only.
WIN <team> - Kills the buildings of the other team to end the game. Host only.
0 = Nod
1 = GDI

How do you live without all of these console commands? NR wont even function on some commands because the proper console commands are not there...

But Im done fighting with you guys, give me a link to download (preferably files & not installer, if its installer, i need to know what it does in installation process).

Subject: Re: Renegade Tool Manager
Posted by [Ghostshaw](#) on Sat, 24 Nov 2007 15:02:35 GMT
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Those are part of scripts not CP1.

-Ghost-

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 15:17:41 GMT
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Those are the console commands in CP1 v3.4.4.

Subject: Re: Renegade Tool Manager
Posted by [Ghostshaw](#) on Sat, 24 Nov 2007 15:22:53 GMT
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THERE IS NO CP 1 3.4.4 ITS SCRIPTS.DLL 3.4.4.

You can just install scripts 3.4.4 with CP2 all the same (I have it). And on the server you will proolly have SSGM anyway which is absed on some other scripts version.

-Ghost-

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 15:33:24 GMT
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Quote:Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded

Hmm I wonder if SSGM uses CP1 or 2. I doubt you can have CP1 & 2 running at the same time, since the portal into both is scripts.dll. And CP1 wont run bhs.dll of a different version if you run newer CP1's.

Quote:But Im done fighting with you guys, give me a link to download (preferably files & not installer, if its installer, i need to know what it does in installation process).

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Sat, 24 Nov 2007 15:39:29 GMT
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SSGM doesn't use any CP because its based on SCRIPTS 3.X. CP1/2 is more then just newer scripts/bhs.dll if you download CP1 from here you will get CP1 which includes scripts 1.9 IIRC. If you download CP2 you get CP1 with CP2 fixes like the harv bug and scripts 2.3. You can then install scripts 3.X and keep the changes from the always.dat and .mix's from the CP2 download while having the new console commands provided with scripts 3.x

I hope that clears things up for you.

Edit:

I have CP1 installed and have installed the newer scripts. I didn't personally see the point of downloading CP2. It had nothing I wanted at the time of its release.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 15:45:45 GMT
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Thanks.

I guess I still have to include it in my program so they will use it ^^

Where can I get it >.<

Btw is CP2 updated anytime recently like CP1 has?

Subject: Re: Renegade Tool Manager
Posted by [Ghostshaw](#) on Sat, 24 Nov 2007 15:49:07 GMT
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CP1 was never upgraded... just scripts was and you can install that with either CP1 or CP2.

-Ghost-

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 16:19:41 GMT
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LOL

Last Update: 2007-09-12

New Features: BHS.DLL Settings @ Renegade Configure IN GUI

Sourceforge, Version & Times scripts.dll 3.4.4 Notes (2007-09-12 19:00)

scripts344.zip Mirror 3776032 604 i386 .zip
scripts.dll 3.4.3 Notes (2007-09-06 01:33)
scripts343.zip Mirror 3767660 146 i386 .zip
scripts.dll 3.4.2 Notes (2007-08-12 21:41)
scripts342.zip Mirror 3767746 328 i386 .zip
scripts.dll 3.4.1 Notes (2007-06-15 21:32)
scripts341.zip Mirror 3767109 812 None None
scripts.dll 3.4 Notes (2007-06-12 10:24)
scripts34.zip Mirror 3766309 163 i386 .zip
scripts.dll 3.3 Notes (2007-06-05 07:46)
scripts33.zip Mirror 3728482 206 i386 .zip
scripts.dll 3.2.3 Notes (2007-05-26 02:56)
scripts323.zip Mirror 3403176 230 i386 .zip
scripts.dll 3.2.2 Notes (2007-04-28 22:12)
scripts322.zip Mirror 3401723 360 i386 .zip
scripts.dll 3.2.1 Notes (2007-04-10 03:04)
scripts321.zip Mirror 3398973 334 i386 .zip
scripts.dll 3.2 Notes (2007-04-09 08:41)
scripts32.zip Mirror 3399970 206 i386 .zip
scripts.dll 3.1.3 Notes (2007-01-17 02:25)
scripts313.zip Mirror 4169808 874 i386 .zip
scripts.dll 3.1.2 Notes (2007-01-07 05:19)
scripts312.zip Mirror 4171863 364 i386 .zip
scripts.dll 3.1.1 Notes (2007-01-07 00:53)
scripts311.zip Mirror 4171821 77 i386 .zip
scripts.dll 3.1 Notes (2006-12-21 06:48)
scripts31.zip Mirror 4172242 503 i386 .zip
scripts.dll 3.0 Notes (2006-12-13 18:40)
script30.zip Mirror 4160590 454 i386 .zip

scripts.dll 2.9.2 Notes (2006-08-06 20:49)
scripts292.zip Mirror 2239816 1635 i386 .zip
scripts.dll 2.9.1 Notes (2006-07-29 02:48)
scripts291.zip Mirror 2239756 174 i386 .zip
scripts.dll 2.9 Notes (2006-07-26 21:55)
scripts29.zip Mirror 2239477 213 i386 .zip
scripts.dll 2.8 Notes (2006-06-23 17:26)
scripts28.zip Mirror 2257026 566 i386 .zip
scripts.dll 2.7.2 Notes (2006-05-09 06:17)
scripts272.zip Mirror 2060857 633 i386 .zip
scripts.dll 2.7.1 Notes (2006-05-05 21:41)
scripts271.zip Mirror 2051554 92 i386 .zip
scripts.dll 2.7 Notes (2006-04-30 05:16)
scripts27.zip Mirror 2050378 139 i386 .zip
scripts.dll 2.6 Notes (2006-03-25 22:00)
scripts26.zip Mirror 1906453 370 i386 .zip
scripts.dll 2.5.2 Notes (2006-03-16 05:00)
scripts252.zip Mirror 1899267 139 i386 .zip
scripts.dll 2.5.1 Notes (2006-03-13 21:48)
scripts251.zip Mirror 1829427 71 i386 .zip
scripts.dll 2.5 Notes (2006-03-13 20:55)
scripts25.zip Mirror 1831797 28 i386 .zip
scripts.dll 2.4 Notes (2006-03-05 23:12)
scripts24.zip Mirror 1819646 102 i386 .zip
scripts.dll 2.3.1 Notes (2006-02-04 18:11)
scripts231.zip Mirror 1776874 284 i386 .zip
scripts.dll 2.3 Notes (2006-01-29 03:41)
scripts23.zip Mirror 1769698 143 i386 .zip
scripts.dll 2.2.2 Notes (2005-12-01 20:04)
scripts222.zip Mirror 1730547 434 i386 .zip
scripts.dll 2.2.1 Notes (2005-11-20 16:25)
scripts221.zip Mirror 1733065 253 i386 .zip
scripts.dll 2.2 Notes (2005-11-20 03:03)
scripts22.zip Mirror 1727262 168 i386 .zip
scripts.dll 2.1.3 Notes (2005-08-17 01:35)
scripts213.zip Mirror 1867769 594 i386 .zip
scripts.dll 2.1.2 Notes (2005-04-18 21:11)
scripts212.zip Mirror 1892892 924 i386 .zip
scripts 2.1.1 Notes (2005-04-17 17:17)
scripts211.zip Mirror 1892685 163 i386 .zip
scripts.dll 2.1 Notes (2005-04-17 01:27)
scripts21.zip Mirror 1828020 147 i386 .zip
scripts.dll 2.0.1 Notes (2005-01-14 17:16)
Scripts201.zip Mirror 1561969 1042 i386 .zip
scripts.dll 2.0 Notes (2004-12-24 05:03)
scripts20.zip Mirror 1559696 513 i386 .zip
scripts.dll 1.9.3 Notes (2004-09-15 09:00)
scripts193.zip Mirror 1474943 555 i386 .zip

scripts.dll 1.9.2 Notes (2004-09-13 09:00)
scripts192.zip Mirror 1474918 126 i386 .zip
scripts.dll 1.9.1 Notes (2004-08-16 09:00)
scripts191.zip Mirror 1472855 304 i386 .zip
scripts.dll 1.9 Notes (2004-08-15 09:00)
scripts19.zip Mirror 1472405 103 i386 .zip
scripts.dll 1.8 Notes (2004-07-27 09:00)
scripts18.zip Mirror 1354835 243 i386 .zip
scripts.dll 1.7.1 Notes (2004-06-25 09:00)
scripts171.zip Mirror 976560 192 i386 .zip
scripts.dll 1.7 Notes (2004-05-08 08:48)
scripts17.zip Mirror 1004979 503 i386 .zip
scripts 1.6 Notes (2004-04-15 09:00)
Scripts16.zip Mirror 839512 169 i386 .zip
Scripts.dll 1.5 Notes (2004-03-14 01:39)
scripts15.zip Mirror 732311 244 i386 .zip
scripts.dll 1.4 Notes (2004-02-11 16:29)
scripts14.zip Mirror 219050 147 i386 .zip
scripts.dll 1.3.1 Notes (2003-12-19 08:00)
scripts131.zip Mirror 210765 231 i386 .zip
scripts.dll 1.3 Notes (2003-12-18 08:00)
scripts13.zip Mirror 210751 126 i386 .zip
scripts 1.2 Notes (2003-06-10 06:49)
scripts12.zip Mirror 174919 176 i386 .zip
scripts.dll 1.1.1 Notes (2003-04-30 00:18)
scripts111.zip Mirror 166024 50 i386 .zip
scripts.dll 1.1 Notes (2003-04-29 04:12)
scripts11.zip Mirror 105025 23 i386 .zip
scripts.dll 1.0.1 Notes (2003-01-29 23:42)
scripts101.zip Mirror 167511 101 i386 .zip
scripts.dll 1.0 Notes (2003-01-27 20:46)
scripts10.zip Mirror 167628 133 i386 .zip
scripts.dll 1.0 RC2 Notes (2003-01-27 04:52)
scripts10rc2.zip Mirror 167648 41 i386 .zip
scripts.dll 1.0 RC1 Notes (2003-01-25 23:30)
scripts10rc1.zip Mirror 168258 47 i386 .zip
scripts 0.99 Release Candidate Notes (2003-01-04 16:30)
scripts099.zip Mirror 135543 98 i386 .zip
scripts 0.98 RC Notes (2002-12-22 17:46)
Scripts098.zip Mirror 96581 39 i386 .zip
scripts 0.97 release candidate Notes (2002-12-09 17:23)
scripts097.zip Mirror 149582 25 i386 .zip
scripts 0.96 Release Candidate Notes (2002-12-07 01:01)
scripts096.zip Mirror 146730 25 i386 .zip
scripts 0.95 beta Notes (2002-11-05 18:53)
Scripts095.zip Mirror 47821 30 i386 .zip
scripts 0.94 beta Notes (2002-08-30 22:50)
scripts094.zip Mirror 37137 31 i386 .zip

scripts 0.93 beta Notes (2002-08-24 04:44)
scripts093.zip Mirror 36991 29 i386 .zip
scripts 0.92 beta Notes (2002-08-22 23:48)
scripts092.zip Mirror 36455 14 i386 .zip
scripts 0.91 beta Notes (2002-08-21 06:09)
scripts091.zip Mirror 31080 21 i386 .zip
version 0.9 beta Notes (2002-08-20 01:15)

If you guys keep choosing not to give me the download, I wont include it in the installer. Its that simple. I couldnt care less about it.

Subject: Re: Renegade Tool Manager
Posted by [Ghostshaw](#) on Sat, 24 Nov 2007 16:29:37 GMT
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THAT ISN'T CP1!!!!!!!

That is scripts.dll.

-Ghost-

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 16:41:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scripts.dll for cp1...?

Subject: Re: Renegade Tool Manager
Posted by [Ghostshaw](#) on Sat, 24 Nov 2007 16:49:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

No scrips.dll doesn't have anything to do with any CP except that both CP's include one version by default in CP1 that is scripts 1.9 and in CP2 it is 2.3.The primary thing for the CP's are the new and fixed maps.

-Ghost-

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Sat, 24 Nov 2007 16:57:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

PsuFan wrote on Sat, 24 November 2007 16:19LOL

If you guys keep choosing not to give me the download, I wont include it in the installer. Its that simple. I couldnt care less about it.

Guess where I found this

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 17:04:05 GMT
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Imao thx

54 mb, Little crazy

Subject: Re: Renegade Tool Manager
Posted by [renalpha](#) on Sat, 24 Nov 2007 17:57:48 GMT
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www.tiberium-planet.com

you need to register to download and see the link

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 24 Nov 2007 18:59:11 GMT
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Alright this things great!

Quote:Now patching data\Always2.dat
Applying MODIFY File Patch for 'data\Always2.dat'

Old File not found. However, a file of the same name was
found. No update done since file contents do not match.

No file found, wait but theres a file with the same name, hmm dur dur...

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Sat, 24 Nov 2007 22:52:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

PsuFan wrote on Sat, 24 November 2007 18:59Alright this things great!

Quote:Now patching data\Always2.dat
Applying MODIFY File Patch for 'data\Always2.dat'

Old File not found. However, a file of the same name was
found. No update done since file contents do not match.

No file found, wait but theres a file with the same name, hmm dur dur...

Dude read what you just wrote. It cannot find the old file but its found a file with the same name however its contents don't match. Which means you have either a newer or older version of always2.dat. In the link I gave you there **should** be links to the files that you might need. If you install CP1 and then CP2 straight after it'll work like it should.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 25 Nov 2007 05:18:48 GMT
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It said download this if you already have CP1, which I did and now it says the file isnt the same, I dont know its just confusing, and to know pretty much about computers, and cant get this damn thing to work, Didnt try to much & this website got locked up so I didnt get back to download the file seperate.

But question is, how am i supposed to put this in the tool manager when theres so many exceptions, has cp1, doesnt have it, this files not right, etc. Is there a one size fits all?

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Sun, 25 Nov 2007 11:18:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

PsuFan wrote on Sun, 25 November 2007 05:18It said download this if you already have CP1, which I did and now it says the file isnt the same, I dont know its just confusing, and to know pretty much about computers, and cant get this damn thing to work, Didnt try to much & this website got locked up so I didnt get back to download the file seperate.

But question is, how am i supposed to put this in the tool manager when theres so many exceptions, has cp1, doesnt have it, this files not right, etc. Is there a one size fits all?

If you install Renegade, patch it, install CP1 and then install CP2 it will work flawlessly. Its only when you start to download maps and install other addons and whatnot it starts to bitch about missing/wrong files.

It might be best if you removed CP1 from your manager since CP2 has CP1 in it and use the patchall.zip download. You could also include Server side CP2 again this is the download for cp2 without cp1 installed.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 25 Nov 2007 13:40:22 GMT
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I do not have any always2.dat modifications. Explain that.

Subject: Re: Renegade Tool Manager
Posted by [Ghostshaw](#) on Sun, 25 Nov 2007 14:10:48 GMT
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CP1 modifies always2.dat as well.... But if you haven't properly installed CP1 CP2 installer will not work because always2.dat is still the oen from the original renegade.

-Ghost-

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Sun, 25 Nov 2007 14:18:41 GMT
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It would be wise if you did as I suggested. Remove CP1 from your manager and replace it with CP2. That way you get them both in one download and it can't bitch about wrong files.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 25 Nov 2007 14:54:27 GMT
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Ghostshaw wrote on Sun, 25 November 2007 08:10CP1 modifies always2.dat as well.... But if you haven't properly installed CP1 CP2 installer will not work because always2.dat is still the oen from the original renegade.

-Ghost-

Well then I guess hes coveman is right with the cp1, I dont know what the fk you guys are talking about, but what I see as CP1, is just nameing scripts.dll > scripts2.dll, adding bhs.dll, shaders.dll, d3d8.dll... No installer, no always.dat mod. You guys are very confusing

Well I guess you guys are think that cp1 is something I dont think it is. I call scripts.dll cp1... Thats what I always thought it was, and cp2 was made & installed by renguard. So w-e.

Subject: Re: Renegade Tool Manager

Posted by [Caveman](#) on Sun, 25 Nov 2007 15:16:18 GMT

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PsuFan wrote on Sun, 25 November 2007 14:54 Ghostshaw wrote on Sun, 25 November 2007 08:10 CP1 modifies always2.dat as well.... But if you haven't properly installed CP1 CP2 installer will not work because always2.dat is still the oen from the original renegade.

-Ghost-

Well then I guess hes coveman is right with the cp1, I dont know what the fk you guys are talking about, but what I see as CP1, is just nameing scripts.dll > scripts2.dll, adding bhs.dll, shaders.dll, d3d8.dll... No installer, no always.dat mod. You guys are very confusing

Well I guess you guys are think that cp1 is something I dont think it is. I call scripts.dll cp1... Thats what I always thought it was, and cp2 was made & installed by renguard. So w-e.

CP1 is Core Patch 1. It adds new maps like snow.mix and adds fixes to the client, like wall jumping with a buggy on Mesa. It also contains the latest stable release of scripts.dll/bhs at the time of its release. If you install Ren and patch it then just install Scripts 3.4.4 you will get new console commands, shaders but you wont get the fixes for maps and other custom stuff like the animations above someones head when they use a radio command. Also I think one of the CP's contains the keycfg for the custom keys but im not too sure.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Sun, 25 Nov 2007 15:25:37 GMT

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So the installer didnt work because we werent calling cp1 the same thing

scripts.dll != cp1

Another question, why does the installer care if its a different file, you patch it anyway.....

That link that you posted to cp2, if i just download all the files attached at the bottom, and place the in the correct locations, would that install cp2, for everyone, scripts.dll users, cp1 users?

Subject: Re: Renegade Tool Manager

Posted by [Ethenal](#) on Sun, 25 Nov 2007 15:43:54 GMT

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PsuFan wrote on Sun, 25 November 2007 09:25 So the installer didnt work because we werent calling cp1 the same thing

scripts.dll != cp1

Another question, why does the installer care if its a different file, you patch it anyway.....

That link that you posted to cp2, if i just download all the files attached at the bottom, and place the in the correct locations, would that install cp2, for everyone, scripts.dll users, cp1 users?

Because it's actually PATCHING the file, if the contents don't match then the patcher would potentially destroy the file.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 25 Nov 2007 23:01:27 GMT
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Well for being 34 mb download, patching doesnt seem to make it much smaller, :S

Anyone know how big it would be to download everything? And no one answered about downloading all the files attached at the bottom of the cp2 post..... You guys seem to like to talk but not answer

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Sun, 25 Nov 2007 23:23:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

PsuFan wrote on Sun, 25 November 2007 23:01Well for being 34 mb download, patching doesnt seem to make it much smaller, :S

Anyone know how big it would be to download everything? And no one answered about downloading all the files attached at the bottom of the cp2 post..... You guys seem to like to talk but not answer

Well you wouldn't need all them files if you've just installed Renegade. If someone downloads your tool, installs ren and then patches it. Uses your tool to install CP2. The patchall.zip that I linked you to earlier will install CP2 without any errors whatsoever.

This is why I said remove CP1 and add CP2.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Mon, 26 Nov 2007 00:50:38 GMT
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I DONT have cp1. Your saying cp1 != scripts.dll & im saying scripts.dll = cp1. Thats what the installer installs, you call it scripts.dll. So it doesnt install cp1.

and I dont prefer to run the patcher, because if it gets an error, the installer wont know about it.

Subject: Re: Renegade Tool Manager
Posted by [jnz](#) on Mon, 26 Nov 2007 02:21:13 GMT
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CP1 != scripts.dll

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Mon, 26 Nov 2007 03:17:25 GMT
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So everyone says...

Subject: Re: Renegade Tool Manager
Posted by [Yrr](#) on Mon, 26 Nov 2007 03:25:24 GMT
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cough No Resurrection? *cough* *cough*

Subject: Re: Renegade Tool Manager
Posted by [Ethenal](#) on Mon, 26 Nov 2007 04:00:01 GMT
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Yrr wrote on Sun, 25 November 2007 21:25 *cough* No Resurrection? *cough* *cough*

Heh.

Subject: Re: Renegade Tool Manager
Posted by [Goztow](#) on Mon, 26 Nov 2007 09:25:15 GMT
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PSUFAN, you could easely host the contents of patcher and patch all, get your program to download both to the renegade folder and then have your program execute the patcher.exe.

I think that would be the last thing to do anyway .

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Mon, 26 Nov 2007 11:25:12 GMT
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Ok so I give up. If you DONT have CP1 installed why the hell did you download the CP1 installed version of CP2? Makes no bloody sense. Look i've told you what to do if you choose to ignore it

then I don't care. I've tried explaining this to you as best as I can but it doesn't seem to get through.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Mon, 26 Nov 2007 14:05:22 GMT
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@ Yrr/Eternal: Post/PM me a link to files & install instructions, I have no problem adding any mods if they are easy to install etc. (Even if there not, as long as you are helpful I will surely add anything)

@ Goztow: Dont I need that 56 mb file also? If I were to download those two files and run them in my renegade directory, it would say I was missing that file, wouldnt it?

@ Coveman/Caveman: I told you before, I thought for a very long time that cp1 was scripts.dll.. Which is why I thought I had cp1. I dont know how this happened, but Ive been in renegade for many years, Ive had scripts.dll since version 1.9, And thought it was called cp1 ever since.

Subject: Re: Renegade Tool Manager
Posted by [Caveman](#) on Mon, 26 Nov 2007 14:42:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

PsuFan wrote on Mon, 26 November 2007 14:05@ Yrr/Eternal: Post/PM me a link to files & install instructions, I have no problem adding any mods if they are easy to install etc. (Even if there not, as long as you are helpful I will surely add anything)

@ Goztow: Dont I need that 56 mb file also? If I were to download those two files and run them in my renegade directory, it would say I was missing that file, wouldnt it?

@ Coveman/Caveman: I told you before, I thought for a very long time that cp1 was scripts.dll.. Which is why I thought I had cp1. I dont know how this happened, but Ive been in renegade for many years, Ive had scripts.dll since version 1.9, And thought it was called cp1 ever since.

Ok so if you want to install CP2. Download the patchall.zip and run that. It will find yours always2.dat and go oh look its the non patched version so i'll patch it for him. You downloaded the CP2 that goes this file is meant to be patched wtf I can't fix this. Which is why it gave you the error.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Mon, 26 Nov 2007 14:47:24 GMT
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Yes but Im saying dont you need that big file also.. The file that the patcher gets its 'patch' information out of...

researched Resurrection

found exe installer, need to know what it does to install..

<http://www.icefinch.net/files/Resurrection-0.0046.exe>

Unless you really just want me to download this exe & run it... I guess I can do that.

Subject: Re: Renegade Tool Manager

Posted by [Caveman](#) on Mon, 26 Nov 2007 15:00:01 GMT

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PsuFan wrote on Mon, 26 November 2007 14:47Yes but Im saying dont you need that big file also.. The file that the patcher gets its 'patch' information out of...

researched Resurrection

found exe installer, need to know what it does to install..

<http://www.icefinch.net/files/Resurrection-0.0046.exe>

Unless you really just want me to download this exe & run it... I guess I can do that.

Read this: The link in this quote is the 54mb file that patches a basic install of Renegade to CP2.

Coveman wrote on Sun, 25 November 2007 11:18PsuFan wrote on Sun, 25 November 2007 05:18It said download this if you already have CP1, which I did and now it says the file isnt the same, I dont know its just confusing, and to know pretty much about computers, and cant get this damn thing to work, Didnt try to much & this website got locked up so I didnt get back to download the file seperate.

But question is, how am i supposed to put this in the tool manager when theres so many exceptions, has cp1, doesnt have it, this files not right, etc. Is there a one size fits all?

If you install Renegade, patch it, install CP1 and then install CP2 it will work flawlessly. Its only when you start to download maps and install other addons and whatnot it starts to bitch about missing/wrong files.

It might be best if you removed CP1 from your manager since CP2 has CP1 in it and use the patchall.zip download. You could also include Server side CP2 again this is the download for cp2 without cp1 installed.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Mon, 26 Nov 2007 15:05:21 GMT
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k sorry, patcher.zip & patchall.zip are different. I gotcha now. I dont know I just really dont like using this cause if it gets an error I dont know about it, so then you like have to install it again or what not. But w-e Ill add it and see what complaints I get.

Subject: Re: Renegade Tool Manager
Posted by [Goztow](#) on Mon, 26 Nov 2007 15:28:55 GMT
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PsuFan wrote on Mon, 26 November 2007 16:05k sorry, patcher.zip & patchall.zip are different. I gotcha now. I dont know I just really dont like using this cause if it gets an error I dont know about it, so then you like have to install it again or what not. But w-e Ill add it and see what complaints I get.

Not really: the patcher.exe runs in a DOS window and will tell the user if there are errors so he can solve them . And yes: patchall.zip is the 56 MB file, I think. patcher is the installer itself, patchall is the stuff it needs to install .

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Mon, 26 Nov 2007 15:30:57 GMT
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K im downloading it off renguards site then

they can deal w/ b/w for making such a big mod

uhh how you uninstall this??

Subject: Re: Renegade Tool Manager
Posted by [Yrr](#) on Mon, 26 Nov 2007 15:44:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

PsuFan wrote on Mon, 26 November 2007 15:47Yes but Im saying dont you need that big file also.. The file that the patcher gets its 'patch' information out of...

researched Resurrection

found exe installer, need to know what it does to install..

<http://www.icefinch.net/files/Resurrection-0.0046.exe>

Unless you really just want me to download this exe & run it... I guess I can do that.

Can't you or don't you want to?

This installer should be able to run automatically:

<http://nsis.sourceforge.net/Docs/Chapter3.html#3.2.1>

Anyway you should wait for the next release of Resurrection.

Subject: Re: Renegade Tool Manager

Posted by [Jerad2142](#) on Mon, 26 Nov 2007 16:02:30 GMT

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I have never touched any of the CP's. They all make renegade a bit more difficult to mod, which is the wrong way to go with this game.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Mon, 26 Nov 2007 18:24:10 GMT

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@ Yrr, I dont really want to, But I guess I will, Installer have a silent mode? Dont worry about the version, This program can be updated server side on which version its downloading, When you release a new version, shoot me a PM. Ill update the Tool Manager

@ Jerad, ye seems kinda gay to me too, With no way to uninstall. I dont see any changes running the thing anyway. Im sticking with scripts.dll

Edit: Next versions coming out with, CP2, NR Installer, small server install change. You should see it in the next few days.

Subject: Re: Renegade Tool Manager

Posted by [Jerad2142](#) on Mon, 26 Nov 2007 20:12:20 GMT

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PsuFan wrote on Mon, 26 November 2007 11:24

@ Jerad, ye seems kinda gay to me too, With no way to uninstall. I dont see any changes running the thing anyway. Im sticking with scripts.dll

The only things I saw it do is remove the text when its loading level. And add stupid beacon sound, it might have also added a bunch of maps. When I reinstalled renegade I didn't reinstall it, I didn't think it was worth the download time.

Subject: Re: Renegade Tool Manager

Posted by [Yrr](#) on Mon, 26 Nov 2007 21:54:56 GMT

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PsuFan wrote on Mon, 26 November 2007 19:24@ Yrr, I dont really want to, But I guess I will, Installer have a silent mode? Dont worry about the version, This program can be updated server side on which version its downloading, When you release a new version, shoot me a PM. Ill update the Tool Manager

@ Jerad, ye seems kinda gay to me too, With no way to uninstall. I dont see any changes running the thing anyway. Im sticking with scripts.dll

Edit: Next versions coming out with, CP2, NR Installer, small server install change. You should see it in the next few days.

I planned to add an automatic updater to RR, so you'd have to add a one-time installation.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Mon, 26 Nov 2007 23:12:34 GMT

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Im afraid I dont understand what your saying

If you want me to build a shell command into the tool manager, you could use that for your updater. You could shell the tool manager with /RRupdate or something? If you like that is. If not I understand.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Sat, 01 Dec 2007 13:32:57 GMT

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Last chance for suggestions. Version 0.2.2 is coming out within the next few days.

0.2.2| ----- Shell Parameters ----- |

/All Install ALL Components
/Ren Install ALL Renegade Components
/FDS Install ALL Free Dedicated Components
/Map Install All Default Maps

/RP Install Renegade 1.037 Patch
/RS Install Scripts.dll (Renegade)
/C2 Install Core Patch 2
/RG Install Renguard
/RR Install Renegade Resurrection

/DS Install Free Dedicated Server (FDS)

/BI Install Biatch
/LU Install LUA
/SD Install Server.dat (No gameplay pending)
/SS Install Scripts.dll (Server)
/GM Install Server Side Game Manager (SSGM)

/NR Install Night Regulator
/BR Install BRenBot

/NP Install ALL NR Plugins
/BP Install ALL BR Plugins

| ----- v0.2.2 ----- |

Released:

- ~ Core Patch 1 renamed Scripts.dll
- ~ Map download / Map copy asked every time
- + Shell Parameters
- + Core Patch 2 install
- + Renegade Resurrection install
- + Night Regulator install
- + 1 NR Plugin install
- + BRenBot install
- + 11 BR Plugin install

Subject: Re: Renegade Tool Manager
Posted by [Ethenal](#) on Sat, 01 Dec 2007 19:34:42 GMT
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Sounds good PSU.

Subject: Re: Renegade Tool Manager
Posted by [cmatt42](#) on Sat, 01 Dec 2007 20:35:07 GMT
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PsuFan wrote on Sat, 01 December 2007 07:32Last chance for suggestions.
Yeah, just catching up on the thread, and I have only one suggestion: learn what the hell you're working with before actually working with it.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sat, 01 Dec 2007 21:37:44 GMT

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@ Ethenal, Thanks, If you think of anything that should be added just say so..

@ cmatt42, Well I dont really know who you are, or if you know what your talking about but I think the Tool Manager works just fine. Yes there might have been some confusion about the Core Patch 1 and Scripts.dll. But thats behind us now, its been out for about a week, no one has reported any bugs. Testers have tested mostly everything and verified it worked fine for them on their computers. I am very confused as to what you think I dont know, because the program is already out and functions fine. The program is already functioning with BRenBot install & all NR & BR Plugins, Core Patch 2 is almost complete also. If you would like to clarify on what I need to learn, I will be happy to tell you what ever you want.

Subject: Re: Renegade Tool Manager
Posted by [Ethenal](#) on Sat, 01 Dec 2007 23:36:27 GMT
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Well, unless you want to add CloudyServ (CS), you're set.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 02 Dec 2007 04:16:43 GMT
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It be hard to add it? I know nothing about it. Point me to download and ill check it out

Subject: Re: Renegade Tool Manager
Posted by [Ethenal](#) on Sun, 02 Dec 2007 18:40:40 GMT
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<http://www.cloudyonestudios.com/>

It's an mIRC bot, so it should be easy enough to add.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 02 Dec 2007 19:31:08 GMT
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Quote:Downloads Main Categories

There are 0 Downloads and 0 Categories in our database

E: I found on a website that looks like a text file!

Anyway, Looks very easy to install, I think the .exe installer is just a file extractor.

Subject: Re: Renegade Tool Manager

Posted by [PsuFan](#) on Wed, 05 Dec 2007 14:47:52 GMT

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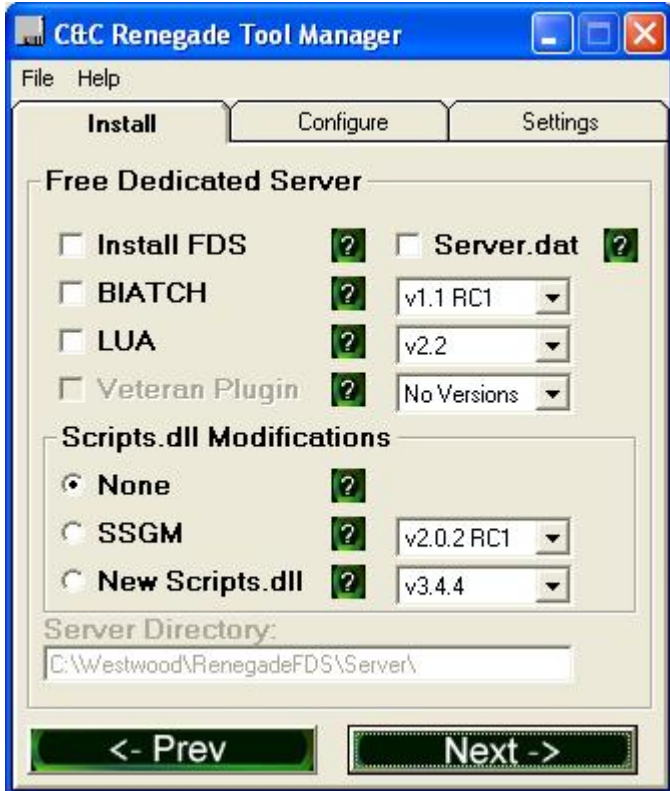
Pics of new version

File Attachments

1) [Ren.jpg](#), downloaded 357 times



2) [Serv.jpg](#), downloaded 346 times



3) [Reg.jpg](#), downloaded 344 times



Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 16 Dec 2007 01:45:58 GMT
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Hey has anyone tried the Tool Manager on Vista??

Subject: Re: Renegade Tool Manager
Posted by [Ethenal](#) on Sun, 16 Dec 2007 02:00:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks nice, but I don't run Vista so I can't say.

Subject: Re: Renegade Tool Manager
Posted by [PsuFan](#) on Sun, 16 Dec 2007 02:16:24 GMT
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Yeah I was just wondering if it worked, New versions coming out soon and it looks great, I got resume downloads in the middle of the file to work.

Also worked on offline mode so server owners can install multiple servers offline. (Or any other component you downloaded before)
