
Subject: Core Patch 2 update 11 July

Posted by [jonwil](#) on Mon, 11 Jul 2005 11:08:48 GMT

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No, I dont have an ETA for when CP2 will be out.

But I can tell you what will be in the client side patch:

1.Bunkers_TS

2.Terrace (because the aircraft in Hangmans_Canyon are useless and too easy to hit with snipers)

3.Tropics

4.A new map Titan is working on especially for Core Patch 2 (We couldnt get hold of the author of Deth_River so we decided to drop that)

5.Changes to the loadscreen (likely we will just go back to the standard renegade loadscreen)

6.Whatever map fixes we are able to get done in time

7.A proper fix for that "error 17" in the installer

And 8.Scripts.dll/bhs.dll 2.1.3

Server-side CP2 will include the above plus:

1.Fixes for the nickname exploits (which are part of scripts.dll/bhs.dll 2.1.3)

2.New SSAOW (based on scripts.dll/bhs.dll 2.1.3)

3.New Brenbot

Also, we are releasing a pack of C&C music, about 120MB of MP3s (unzipped size). SSAOW in Core Patch 2 will contain the logic to play these songs. You will need scripts.dll/bhs.dll 2.1.3 to hear and control the songs as well as the MP3 files in the right place. (the song download will include scripts.dll/bhs.dll 2.1.3 as well as instructions to configure the keys for controlling the music player)

This pack was orionally planned to be a Core Patch 1 bonus pack.
