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Subject: Re: Renegade called...

Posted by [Ma1kel](#) on Tue, 07 Feb 2006 20:01:23 GMT

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Goztow wrote on Tue, 07 February 2006 02:29Titan1x77 wrote on Tue, 07 February 2006 01:39the stealth crate isn't part of the cp1 or 2....that's part of the SSAOW ...besides the stealth crate is horrible. When I get out of my tank to repair on nod, I shouldn't have to worry about Stealth gdi soldiers.

on a related note....there is a way to force people to upgrade their bhs.dll for certain maps(that use stealth or any other client needed scripts) by sending a message to the server upon loading a map that the client needs scripts.dll and bhs.dll

The whole concept of these crates is ridiculous but that would be for another topic.

It's a correct decision to make sure everyone (also non-cp1 users) can play on cp1 servers for the simple reason that far more people than you think don't have cp1.

AS CP1 is a package of files, you will not need to have CP1 to have CP1. Most people think having "CP1" is having updated scripts.dll and BHS.dll. And Titan is right about that, the server could ask the client which scripts version he has and if he doesn't have that version the server could be auto-set to kick him.

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