
Subject: Core Patch 2 on Linux
Posted by [forcee](#) on Sun, 12 Feb 2006 13:11:48 GMT
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Hi,
i have some problem with the new CP2 on Linux.

My Renegade server runs on FC3 with CP1 and the LFDS Wrapper 0.3.
Now i want to test the CP2 on this server.

I have installed the CP2 without problems.
Now i want to start it with the renegade_server Skript (Wrapper), it shows me this:

```
./renegade: symbol lookup error: ./scripts-RH8.so: undefined symbol: _Z10LoadScopesv
```

The hole text:

```
Renegade Server Wrapper 0.3 (c) 2003-2004 by Blackhand Studios
Opening TCP Port 4853
Using scripts.so for Redhat 8.0
Started Server with pid 20646
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
Console mode active
Linux Scripts Patch v0.01 enabled Renegade version.
- Initializing scripts.so patch!
- Scripts relocation offset: 0x00000000
- Original built-in script count: 1635
- Total script count: 2188
- Linux Scripts Patch succesfully
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
./renegade: symbol lookup error: ./scripts-RH8.so: undefined symbol: _Z10LoadScopesv
Application has terminated - restarting.
```

Without the Wrapper, with the renegade_server_1037b_rh8-0 script it run, but now all players witch use the 10€ version of Renegade can't play on the server.

My questions are,
have someone the same problem?
and can i fix this problem?
