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Subject: Re: Core Patch 2 on Linux

Posted by [=HT=T-Bird](#) on Sun, 12 Feb 2006 15:52:45 GMT

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forcee wrote on Sun, 12 February 2006 07:11Hi,  
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?

Looks like your bhs.dll didn't get updated (I would run that symbol name thru c++filt and post what

it spits out)...

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