
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 14:54Ghostshaw 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.

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.
