
Subject: Re: Core patch 2 manual download for client and server

Posted by [xenomorph150](#) on Thu, 13 Aug 2009 08:59:39 GMT

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Hi, I tried installing that thingy onto my Linux Server.

But now, the server is always crashing on startup:

```
renegade > ls
CONTENTS.txt      commands.txt      results3.txt
NOTES.ICO         data              results4.txt
README.txt        id.bin            results5.txt
RenegadeServer.ico patchget.dat      scripts-RH73.so
RenegadeServer.lcf renegade          scripts-RH8.so
_logfile.txt      renegade_server  server
banlist.txt       renegade_server_1037b_rh8-0 server.dat
bhs.so            renlog_7-12-109.txt server.ini
bhs8.so           renlog_7-13-109.txt sscp2all.run
brenbot141        results2.txt     wrapper_readme.txt
renegade > ./renegade_server
Renegade Server Wrapper 0.3 (c) 2003-2004 by Blackhand Studios
Opening TCP Port 4853
Using scripts.so for Redhat 7.3
Using scripts.so for Redhat 8.0
Started Server with pid 2679
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.
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
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Initializing LAN Mode
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Applying server settings

Channel created OK

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

What can I do to make it working?
