
Subject: I think this problem comes from this patch..
Posted by [\\$c0p3](#) on Sat, 16 Oct 2004 03:23:13 GMT
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Ever since I installed CP1, when I host the map field my base defenses don't work, and I noticed that the gdi harvester takes a different route to dump the cash. I haven't noticed anything else because I just noticed this problem.

I read that post above, on how to reinstall CP1, so I did what it said, and now when I try reinstalling it it says I can't connect or something.

Subject: I think this problem comes from this patch..
Posted by [gam3rj](#) on Sat, 16 Oct 2004 04:44:01 GMT
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1. You downloaded some unofficial CP1 (you can only get it by signing up at Renguard site and clicking Beta Test.
2. You are playing a different field, or a modified one.
3. Possibly something else you downloaded changed this.

I doubt it's the actual CP1 though, as I've heard nothing like this. Best of luck to you ^_^

Subject: I think this problem comes from this patch..
Posted by [jonwil](#) on Sat, 16 Oct 2004 08:26:39 GMT
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actually, no, it IS a bug in CP1.

Blame ACK (he is the one that did the fixes for Field to fix the bad spawn point in the Hand Of Nod)

Subject: I think this problem comes from this patch..
Posted by [WNxCABAL](#) on Sat, 16 Oct 2004 11:54:42 GMT
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I'm a retard.

Subject: I think this problem comes from this patch..
Posted by [\\$c0p3](#) on Sat, 16 Oct 2004 17:17:30 GMT
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actually, I downloaded the cp1 patch from renguard, it popped up and I downloaded it.

Are you guys going to fix this with a new patch or do I have to reinstall Renegade, because I really don't feel like doing that

Subject: I think this problem comes from this patch..
Posted by [Sir Kane](#) on Sat, 16 Oct 2004 17:53:48 GMT
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Two simple binary patches would fix the problems.

Subject: I think this problem comes from this patch..
Posted by [Aircraftkiller](#) on Sat, 16 Oct 2004 19:25:22 GMT
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jonwilactually, no, it IS a bug in CP1.

Blame ACK (he is the one that did the fixes for Field to fix the bad spawn point in the Hand Of Nod)

1. My name isn't ack.
 2. You didn't use the version of Field I modified, so fuck off.
-

Subject: I think this problem comes from this patch..
Posted by [\\$c0p3](#) on Sat, 16 Oct 2004 23:15:28 GMT
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It's still your fault. FIX IT NOW

Subject: I think this problem comes from this patch..
Posted by [exnyte](#) on Sun, 17 Oct 2004 01:43:28 GMT
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STFU idiot. If they didn't use his modifications, it's not his fault. Even if they did, you can't blame him either. The whole point of a CP1 beta test is to find bugs such as this.

No one is to blame for anything when it comes to the beta. All they have to do is fix the problem for the full release.

Subject: I think this problem comes from this patch..

Posted by [Dethdeath](#) on Sun, 17 Oct 2004 01:53:14 GMT

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TFWxANDY I'm a retard.
Don't go off topic now...

Subject: I think this problem comes from this patch..
Posted by [Blazer](#) on Sun, 17 Oct 2004 01:55:05 GMT

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We plan on fixing it and thankful for the feedback, this is the sort of things the beta test are meant to shake out.

Subject: I think this problem comes from this patch..
Posted by [\\$c0p3](#) on Sun, 17 Oct 2004 02:37:54 GMT

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duh

Subject: I think this problem comes from this patch..
Posted by [jonwil](#) on Sun, 17 Oct 2004 04:08:30 GMT

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As far as I know, the current beta is using the fixed version.

We are (or were before we fixed things) using the spawnpoint fix for Field from AircraftKiller.
Plus we are using the fixes for Under and Volcano.

Subject: I think this problem comes from this patch..
Posted by [exnyte](#) on Mon, 18 Oct 2004 04:42:02 GMT

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That's all fine and dandy jonwil, but even if you are using the fixes Aircraftkiller did, why point him out as 'someone to blame'?

No one needs to be blamed for it. It's a beta test.

What should have happened is that you state that it has been noted, and would be fixed for the public release.

End of story.

Subject: I think this problem comes from this patch..
Posted by [WNxCABAL](#) on Mon, 18 Oct 2004 12:14:41 GMT
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Dethdeath_TFWxANDY_I'm a retard.
Don't go off topic now...

I'm a retard...

Subject: I think this problem comes from this patch..
Posted by [glyde51](#) on Mon, 18 Oct 2004 12:49:59 GMT
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Really? What did i say before?
