
Subject: Core Patch 2 update

Posted by [jonwil](#) on Sat, 21 May 2005 04:50:10 GMT

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Here is what is planned to be in Core Patch 2:

1. BunkersTS (winner of the first poll)
 2. Hangmans_Canyon (winner of the second poll)
 3. Tropics and/or Deth_River (first and second in the third poll) depending on filesize (we don't want to make Core Patch 2 too big).
 4. New loadscreens and/or fonts (to get rid of the "annoying" fonts in CP1)
 5. Fixes for the nickname exploits
 6. More map fixes (exactly what fixes will depend on what our map fixer Laeubi is able to do)
 7. A proper fix for that "error 17" in the installer
 - and 8. Scripts.dll/bhs.dll 2.1.3 (which will be 2.1.2 + nickname fixes + crash bug fix if I can get the info needed to fix it + any other fixes e.g. more AGT fixes)
- That's not the final list, just what is currently planned for client CP2.

Server Side Core Patch 2 will contain a 2.1.3 based version of the SSAOW and probably a new version of Brenbot in addition to the map fixes, new maps and other things mentioned above.

No release date has been set for this patch as of yet, we will set one once we are closer to release.

Subject: Core Patch 2 update

Posted by [Renx](#) on Sat, 21 May 2005 05:01:05 GMT

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Do you mean the scripts.dll noname fixes, or the bandtest.dll fix?

Subject: Core Patch 2 update

Posted by [jonwil](#) on Sat, 21 May 2005 06:02:51 GMT

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It will be fixing the same things fixed in the bandtest.dll fix (e.g. long nickname, no name, name with invalid chars) but in my own way.

Subject: Core Patch 2 update

Posted by [Majiin Vegeta](#) on Sat, 21 May 2005 13:24:35 GMT

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sounds good

Subject: Core Patch 2 update
Posted by [RTsa](#) on Sat, 21 May 2005 15:55:40 GMT
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Sounds good
I just hope you are able to squeeze all four maps in the patch.

Subject: Core Patch 2 update
Posted by [Renx](#) on Sat, 21 May 2005 16:44:45 GMT
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I really hope "your own way" isn't just spamming them with shit, team changing, and doing other things to them when they join...

Subject: Core Patch 2 update
Posted by [clouded_wolf](#) on Sun, 22 May 2005 23:23:35 GMT
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how do i vote??

Subject: Core Patch 2 update
Posted by [Sir Kane](#) on Mon, 23 May 2005 17:24:17 GMT
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Renxl really hope "your own way" isn't just spamming them with shit, team changing, and doing other things to them when they join...I hope it isn't a copy of my stuff in any way or I will be really mad this time.

Subject: Core Patch 2 update
Posted by [cmatt42](#) on Mon, 23 May 2005 20:20:36 GMT
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clouded_wolfhow do i vote??
There isn't anything to vote for.

Subject: Core Patch 2 update
Posted by [imagica](#) on Sat, 28 May 2005 04:43:50 GMT
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looking forward to it.

Subject: Core Patch 2 update
Posted by [csskiller](#) on Sat, 28 May 2005 05:19:29 GMT
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clouded_wolfhow do i vote??
The map voting is over already

Subject: Core Patch 2 update
Posted by [Alkaline](#) on Sat, 28 May 2005 05:48:22 GMT
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Damn,
you guys obviously have no idea what you are doing.

DethRiver has some crackhead crouching warping hidden lag mojo going on.

We took it off the UNRULES New Maps server because their is a ton of crazy lag on that map. Its just as bad as Oasis.

Now don't get me wrong, its a cool layout but the lag is too intense on it.

Subject: Core Patch 2 update
Posted by [Dethdeath](#) on Sat, 28 May 2005 10:35:20 GMT
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AlkalineDamn,
you guys obviously have no idea what you are doing.

DethRiver has some crackhead crouching warping hidden lag mojo going on.

We took it off the UNRULES New Maps server because their is a ton of crazy lag on that map. Its just as bad as Oasis.

Now don't get me wrong, its a cool layout but the lag is too intense on it.

Yeah, the fps-lag is a know issue. However, I was told all bugs would be fixed before maps are put into Core Patches.

Subject: Core Patch 2 update
Posted by [mac](#) on Mon, 30 May 2005 05:58:49 GMT
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Only if there are enough resources available to do bug fixes. Right now, we're lucky if we get the official map fixes in.

Subject: Core Patch 2 update
Posted by [trunkskgb](#) on Mon, 30 May 2005 15:03:55 GMT
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macOnly if there are enough resources available to do bug fixes. Right now, we're lucky if we get the official map fixes in.

Even so, I think it's imperative that all and any bugs be fixed first and before new maps are released.

Subject: Core Patch 2 update
Posted by [mac](#) on Mon, 30 May 2005 16:18:59 GMT
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We do what we can with the limited resources we have.

Subject: Re: Core Patch 2 update
Posted by [Mighty BOB!](#) on Thu, 02 Jun 2005 23:04:22 GMT
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Could you add a couple of new.. what are they called, taunts? (ex: !TT !hehe !gotya) Like maybe the TD commando where he says "Real tuff guy!" or "That was left handed." "Keep 'em comin!". I think that would be cool.

Subject: Re: Core Patch 2 update
Posted by [trunkskgb](#) on Mon, 06 Jun 2005 03:01:22 GMT
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You don't need the Core Patch for taunts. The MP servers have extra taunts and I believe they come with downloading the map pack. I think

Subject: Re: Core Patch 2 update
Posted by [ZeroEcho](#) on Fri, 17 Jun 2005 13:47:15 GMT
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Well i dont know if youll get down this far to read or maybe i missed something in another post but i noticed that when you load renegade, you cant play in solo mode if you are not connected to the net. is that one of the fixes your talking about? hope so. dont be mad if this already got explained or addressed. there are alot of posts and responce and im really new to blogging.

Subject: Re: Core Patch 2 update
Posted by [Mighty BOB!](#) on Fri, 17 Jun 2005 17:13:23 GMT
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When you install RenGuard it uses the Renegade.exe to start RenGuard, if you go to your Westwood/Renegade folder & click on the game2.exe then it loads Renegade & you can do single player. (& you can make a shortcut to the Desktop)

Subject: Re: Core Patch 2 update
Posted by [ZeroEcho](#) on Sat, 18 Jun 2005 02:03:57 GMT
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Thanks Bob that was real simple. and now i know i dont need to be connected to play anymore. thanks again!

Subject: Re: Core Patch 2 update
Posted by [zunnie](#) on Tue, 21 Jun 2005 22:49:08 GMT
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trunksk gb wrote on Sun, 05 June 2005 23:01 You don't need the Core Patch for taunts. The MP servers have extra taunts and I believe they come with downloading the map pack. I think

<http://www.multiplayerforums.net/index.php?showtopic=1641>
Basic script for mirc to make sound commands. --^

The sounds are in Renegade by default. This is why everyone who has CP1 and RenGuard installed can hear them.
No need to download them

Its possible to add custom sounds to it as well, just when you would do that - say add a sounds MySound.wav - people would have to download MySound.wav and place it in their Data folder to hear it play.

Again: RenGuard and CP1 are required for the player to hear the sound.

A small selection of "cool" sounds can be found here:
<http://www.mp-gaming.net/renegade/>

There are TONS of more sounds available though, they are mixed in the file "Always.dat" you can open it with XCC Mixer or something and extract them to a temporary directory to listen to them:
<http://www.multiplayerforums.net/index.php?act=Attach&ty pe=post&id=2406>

Subject: Re: Core Patch 2 update
Posted by [Dr. Lithius](#) on Fri, 01 Jul 2005 22:57:49 GMT
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If I might make a suggestion. . .

How much extra work would it be to make the dust particles/water sloshes/snow particles appear underneath the footsteps of Stealth Black Hands/Stealthed units(via Bonus Crates) when they're cloaked? I got this idea from Tribes 2, see. That way, really really aware players could see Black Hands coming and there'd be no excuse for them not to be aware. Additionally, it would be far more logical, and possibly even balance out some very slight issues some people might have with Stealthed units.

This would also apply for the dust vehicles kick up when they drive, of course. No more 100% invisible Stealth Tanks/Stealthed units.

That's just something I'd like to see, anyway.

Subject: Re: Core Patch 2 update
Posted by [danpaul88](#) on Sat, 02 Jul 2005 21:37:32 GMT
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i think they already do, i have spotted sbh by their trail before..on snow terrain anyway, not sure about other terrain types...

Subject: Re: Core Patch 2 update
Posted by [Dr. Lithius](#) on Thu, 07 Jul 2005 03:45:24 GMT
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That's odd. I've never once seen dust particles from a stealthed unit, whether it be me, or someone on the opposite team. *shrugs*

Got another idea for CP2. How much work would it be to make vehicles not go Neutral whenever you hop out of them? I'm pretty sure the opposing team can grab it if it's empty. I could very well be wrong. But anyway, this would stop certain jackasses from planting Remote or Timed C4 on allied vehicles and blowing them up whenever someone hops out to repair them. It does happen.

Subject: Re: Core Patch 2 update
Posted by [Mighty BOB!](#) on Thu, 07 Jul 2005 05:14:31 GMT
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I know I spotted an SBH in a river once, or maybe it wasn't the water splashes that I saw, instead the footsteps I heard. Nuts I can't remember. I think on snow too, but it doesn't do it on all terrains.

Subject: Re: Core Patch 2 update
Posted by [RTsa](#) on Mon, 11 Jul 2005 15:30:47 GMT
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Quote:Got another idea for CP2. How much work would it be to make vehicles not go Neutral whenever you hop out of them? I'm pretty sure the opposing team can grab it if it's empty. I could very well be wrong. But anyway, this would stop certain jackasses from planting Remote or Timed C4 on allied vehicles and blowing them up whenever someone hops out to repair them. It does happen.

This does happen. But there'd be another problem then:

What if you want to get rid of your OWN tank? (get rid of an arty to participate in a flame rush or whatever)

Subject: Re: Core Patch 2 update
Posted by [danpaul88](#) on Mon, 11 Jul 2005 16:20:37 GMT
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thats easy, find a handy enemy obelisk / agt and drive in front of it, wait a few secs and buy ur new vehicle

Subject: Re: Core Patch 2 update
Posted by [jezzaxxx](#) on Tue, 12 Jul 2005 02:34:09 GMT
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will the core patch 2 have new skins with it?
and when does it come out?

Subject: Re: Core Patch 2 update
Posted by [danpaul88](#) on Tue, 12 Jul 2005 20:25:38 GMT
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the core patches will probably never have skins, as these are personal preference, not linked to improving gameplay etc.
