
Subject: Core Patch 2 Release Candidate 1 is available for download

Posted by [jonwil](#) on Mon, 06 Feb 2006 11:30:52 GMT

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For client players, download and run this:

<http://download.renguard.com/cp2/download.exe>

It will download Core Patch 2 Release Candidate 1.

When the final version of Core Patch 2 is released, we will release it through RenGuard like Core Patch 1.

Clients will get scripts.dll 2.3.1.

Server owners can choose from sripts.dll 2.3.1 or SSAOW 1.4.1 (with the bhs.dll from scripts.dll 2.3.1 including all the 2.3.1 fixes)

For linux servers with Core Patch 1 already installed (i.e. brenbot, proper LFDS binary etc), download and run this

<http://download.renguard.com/cp2/sscp2.run> (its a shell script with a TGZ file on the end)

For linux server without Core Patch 1, download and run this

<http://download.renguard.com/cp2/sscp2all.run>

For windows servers with Core Patch 1 already installed, download and run this

<http://download.renguard.com/cp2/sscp2w.exe>

For windows servers without Core Patch 1, download and run this

<http://download.renguard.com/cp2/sscp2allw.exe>

The linux installer uses makeself to make the installer and the windows installer uses Nullsoft Installer (since its my first time with Nullsoft, hopefully I got everything right)

It would be good to see some servers run Core Patch 2 (especially the new maps)

This is Release Candidate 1 of Core Patch 2.

The following issues are currently known:

The windows installer does not make sure the location you type in to install CP2 into has a valid install of CP1 or of the windows FDS (I plan to fix this for RC2). Also, it doesnt add the new maps to the rotation (I also plan to fix this so that the option is there in RC2). And, the readme file has to be updated (at minumum, mac needs to be added to the credits for his help with CP2)

Please report any issues with Core Patch 2 Release Candidate 1 on these forums so everything can be kept in the one place. If it is something that needs to be kept private (e.g. an exploit), private message me with the information.

Questions are best asked by contacting me through MSN, AIM, ICQ or Yahoo.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [Ma1kel](#) on Mon, 06 Feb 2006 12:08:53 GMT

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The window of the installer should be a little bit bigger, now you get those moveable bars.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Mon, 06 Feb 2006 12:15:03 GMT
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Do you mean the box in the download.exe program where the readme file appears?
Or something else?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Fifaheld](#) on Mon, 06 Feb 2006 12:16:29 GMT
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on the client version i become a error....old file not exist

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Ma1kel](#) on Mon, 06 Feb 2006 12:30:05 GMT
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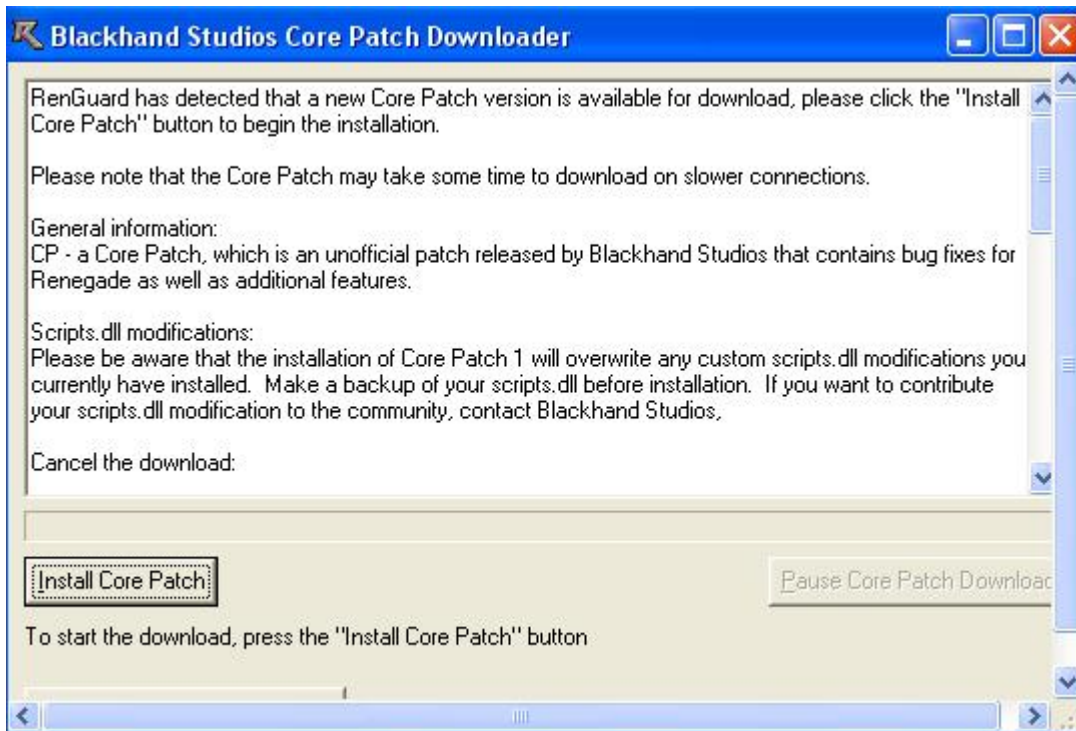
jonwil wrote on Mon, 06 February 2006 06:15Do you mean the box in the download.exe program
where the readme file appears?
Or something else?

I mean this:

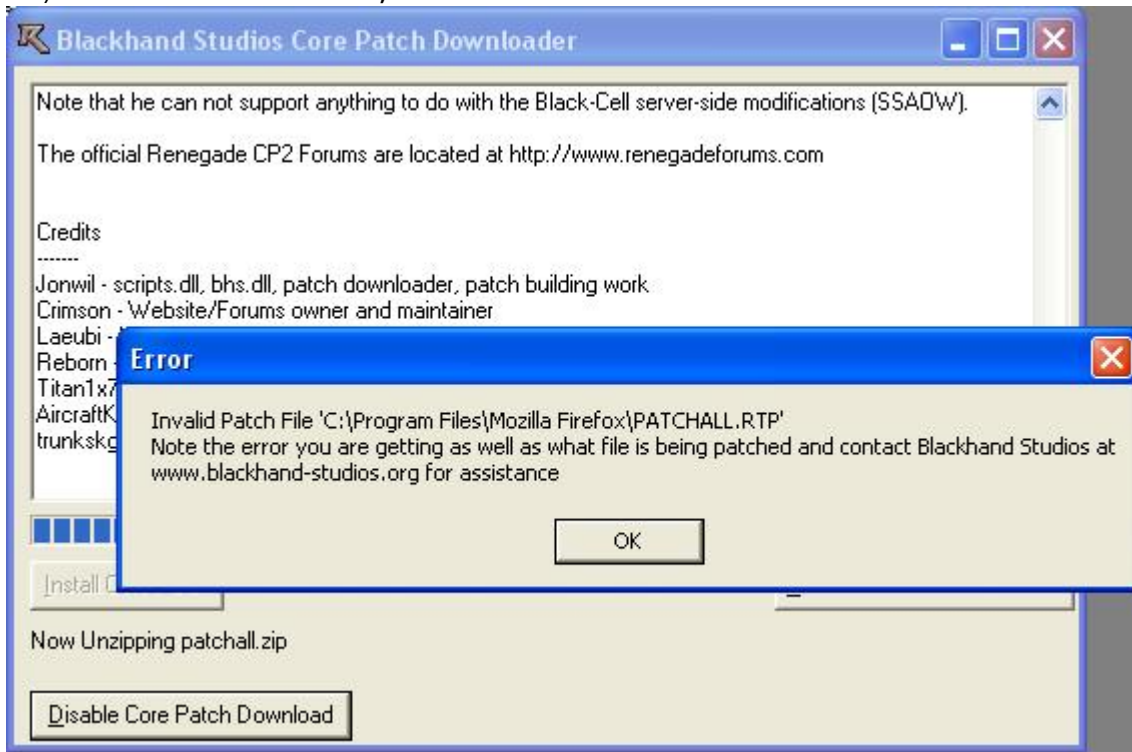
And another error:

File Attachments

1) [naamloos.JPG](#), downloaded 2426 times



2) [naamloos3.JPG](#), downloaded 2462 times



Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [jonwil](#) on Mon, 06 Feb 2006 12:55:19 GMT

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Note that you need to have RenGuard installed if you are installing the client CP2 patch (you dont need Core Patch 1, the installer will install the needed bits for that too if you dont have it installed) Also, the download.exe must be run in the renegade folder (the one with game.exe and game2.exe in it)

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Mon, 06 Feb 2006 13:30:39 GMT
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<adds note to change strings in installer to not say Core Patch 1 anymore>

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Ma1kel](#) on Mon, 06 Feb 2006 13:32:59 GMT
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File Attachments

1) [crashdump.txt](#), downloaded 415 times

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Mon, 06 Feb 2006 14:10:46 GMT
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If anyone gets an error with CP2 saying "old file does not exist", post here with the filename and the size in bytes of the file.

Also, if anyone gets a RenGuard error saying that <some file> is a bad file, please post here again with the filename and file size.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Ma1kel](#) on Mon, 06 Feb 2006 15:17:53 GMT
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RenGuard works for me now. I do think that you have to re-do the installer a bit.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [saberhawk](#) on Mon, 06 Feb 2006 18:45:44 GMT

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As for bugs, the installer reports that it just finished installing CP1 when it's done. The installer for the windows server is WAY too big (84.6mb isnt considered a patch, it's considered a replace all files that arent the same). There is at LEAST 109mb of redundant data that shouldnt be included (the files patched instead)

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [EA-DamageEverything](#) on Mon, 06 Feb 2006 19:30:53 GMT

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saberhawk wrote on Mon, 06 February 2006 19:45(84.6mb isnt considered a patch)Corepatch 1 has 100MB when unzipped...

When CP2 will be released as the final out to public, can I download it separately (not with RGs assistance) like CP1? I'm keeping all files for Renegade in a folder on E:\ to archive them.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [saberhawk](#) on Mon, 06 Feb 2006 21:34:46 GMT

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Yes, but the 115mb (and counting) are files that are compressed into the installer, instead of stored as patches to the existing files.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [=HT=T-Bird](#) on Tue, 07 Feb 2006 02:24:01 GMT

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Work-around for the FieldTS version error:

Download the stand-alone version of CP1 from http://download.renguard.com/standalone_cp1.zip
Install it into a temporary folder (it will give you a 'file not found' error, but it will give you FieldTS first)

Copy C&C_FieldTS.mix from the data subfolder of your temporary folder to your Renegade data folder

Install CP2 RC1 as usual

Delete the temporary folder

That's how I got CP2 RC1 to install...

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Tue, 07 Feb 2006 07:21:24 GMT
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The copy of FieldTS that CP2 is looking for should be the exact same one as CP1 installed.
If it is not, I need to know.
And I need the FieldTS mix file that CP2 does not like.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Aircraftkiller](#) on Tue, 07 Feb 2006 07:33:02 GMT
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Great work. Mine stops on Always2.dat.

I hope this doesn't affect my ability to play the game.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Tue, 07 Feb 2006 10:52:38 GMT
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Anyone having problems with "old file not found" type errors should post the following:
Which file it is.
What size the file in their renegade folder is in bytes
Plus whether the CP2 installer downloaded patchall.zip or cp2.zip.

Do make sure you run download.exe from the renegade folder (the one with game.exe, game2.exe and scripts.dll in it).

When we release final version of CP2 through RenGuard, we will implement check to make sure that files in renegade folder are what CP2 is looking for.

Oh and guys, this is a Release Candidate. If you don't want software that may contain bugs, do not download and install this. Wait for the final release of CP2.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [RTsa](#) on Tue, 07 Feb 2006 12:52:08 GMT
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It works great for me!

Thanks

(though, now the font is weird again, as I've gotten used to the CP1 font I guess you just can't have everything)

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [rc22fires](#) on Tue, 07 Feb 2006 14:55:13 GMT

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Yep no more "error 17"..... Now I get "error 2"

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Recon](#) on Tue, 07 Feb 2006 18:09:19 GMT

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Look @ the screenshot.
Its a bitmap picture.

Always2.dat is
when i keep the mouse on it. (14,6mn)
When i see it @ details. (15.036kb)

//Recon
www.core-planet.com

File Attachments

1) [scren.bmp](#), downloaded 380 times

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [trunkskgb](#) on Tue, 07 Feb 2006 19:10:25 GMT

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Installed CP2 and loaded up "Last Stand" to try it out. The game just closed on me. Like you would if you click F8 and type" EX". Anyone else have this problem? I presume I'm missing a script or something.

No error, just closed.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Ma1kel](#) on Tue, 07 Feb 2006 19:56:02 GMT

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RTsa wrote on Tue, 07 February 2006 06:52It works great for me!

Thanks

(though, now the font is weird again, as I've gotten used to the CP1 font I guess you just can't have everything)

If you actually want it back open up stylemrg.ini and replace 4 lines that are already in it with this:

```
FONT_INGAME_TXT=Lucida Console, 8, 0  
FONT_INGAME_BIG_TXT=Lucida Console, 16, 0  
FONT_INGAME_SUBTITLE_TXT=Lucida Console, 14, 0  
FONT_INGAME_HEADER_TXT=Lucida Console, 9, 1
```

And Trunkskgb I'm not having this problem, I do think Last_Stand looks like crap and I'm definatly sure that GDI will win the map 66% of the time. I mean, even the beta version of Pompeii.mix looks and plays better.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Tue, 07 Feb 2006 22:20:05 GMT

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rc22fires, exactly what does the console/dos window say?

Recon, do you have Core Patch 1 installed? Did the CP2 installer download patchall.zip or cp2.zip?

Did you run the installer from your renegade folder?

Last_Stand works just fine for me, anyone else having problems with it?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Dr. Lithius](#) on Wed, 08 Feb 2006 02:45:04 GMT

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Still says "v1.037 BH-838 01/23/2003 - 11:46:16" on the Renegade front menu, mate. Not saying Core Patch 2 didn't install, considering I followed the instructions and ran "download.exe" in the proper directory, but... Heh.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Wed, 08 Feb 2006 04:40:42 GMT

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That isnt something we have changed

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Dr. Lithius](#) on Wed, 08 Feb 2006 05:29:29 GMT
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So I noticed. But...yes. It installed perfectly. Load times are down vastly, Harvesters harvest when they're supposed to... Anything else I'd probably have to experience in real online play. Kekekee...

Oh, and Last Stand is my new favorite map!!! I'll get into the details on the good points and bad in the appropriate topic.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Recon](#) on Wed, 08 Feb 2006 07:01:31 GMT
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cp2.zip
and yes i downloaded corepatch1

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [rc22fires](#) on Wed, 08 Feb 2006 13:54:53 GMT
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jonwil wrote on Tue, 07 February 2006 17:20rc22fires, exactly what does the console/dos window say?

Sorry I don't remember exactly... I didn't care at the time.... I tried reinstalling it several ways but I can't get it to say it again... Sorry.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [-FM-script](#) on Wed, 08 Feb 2006 17:36:30 GMT
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It doesnt work..
It says file doesnt exist..

File Attachments

1) [RG.jpg](#), downloaded 1261 times

Renegade Public Forums

Home >> Blackhand Studios' Product Show: Today's Messages :: Show P

Core Patch 2 Release Candidate



ionwil
Messages: 976
Registered: Feb

For client players, download and run <http://download.renquard.com/cp2>
It will download Core Patch 2 Release Candidate 1
When the final version of Core Patch 2 is released, clients will get scripts.dll 2.3.1.
Server owners can choose from srip

For linux servers with Core Patch 1 and 2, download <http://download.renquard.com/cp2>
For linux server without Core Patch 1 and 2, download <http://download.renquard.com/cp2>
For windows servers with Core Patch 1 and 2, download <http://download.renquard.com/cp2>
For windows servers without Core Patch 1 and 2, download <http://download.renquard.com/cp2>
The linux installer uses makeself to make the installer and the windows installer uses Nullsoft Inst

It would be good to see screenshots of the installer.
This is Release Candidate 1.
The following issues are currently known:
The windows installer does not work on Windows XP.
to fix this so that the option to install the patch is available.

Please report any issues with Core Patch 2 Release Candidate 1 on these forums so everything can be kept in the one place. If it is serious, please provide screenshots and information.

Blackhand Studios Core Patch Downloader

Core Patch 2 Introduction
=====

Blackhand Studios(TM) proudly presents "Core Patch 2". This is the 2nd unofficial patch for C&C Renegade. In this Read Me you'll find more enhancements and fixes to make your gaming experience much more enjoyable. Some of the enhancements made where applied to the Harvester. It no longer Spawns invisible when you lose the Power Plant. It's mechanical arms are now animated while it collects Tiberium. With a faster load time(as fast as "Ren Alert") and many more Console Commands and enhancements (thanks to scripts.dll 2.3.1), this 2nd installment from Blackhand Studios should pack quite a punch.

Along with this release comes additional maps. C&C_BunkersTS, C&C_Terrace, and C&C_Tropics have been added to the mix along with a new map specially created for Core Patch 2 by Titan1x77 called C&C_Last_Stand.

Game Fixes

Now Patching data\Always2.dat

Core Patch 1

Core Patch 1 Download Aborted

Error

Old File does not exist
Note the error you are getting as well as what file is being patched and contact Blackhand Studios at www.blackhand-studios.com

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [JeepRubi](#) on Wed, 08 Feb 2006 17:53:20 GMT
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It did that to me to at firs. Then i put the installer in my renegade directory (not data!) and it worked.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [trunkskgb](#) on Wed, 08 Feb 2006 18:08:52 GMT
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Ok, I guess I'll just doing a clean re-install if no one else is having issues with Last Stand.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [-FM-script](#) on Wed, 08 Feb 2006 19:40:31 GMT
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Jeep Rubi wrote on Wed, 08 February 2006 12:53It did that to me to at firs. Then i put the installer in my renegade directory (not data!) and it worked.

Tryed that, doesnt work... probly a reinstall will work..
But a fix would be cool ofcourse

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Recon](#) on Wed, 08 Feb 2006 19:56:50 GMT
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got same as script has

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Wed, 08 Feb 2006 23:15:47 GMT
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To all the people getting "old file not found" errors, please go into the renegade folder (or renegade\data) and tell me the size in bytes of the file it is looking for (i.e. always2.dat in this case)

rc22fires, does your renegade work properly?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Recon](#) on Thu, 09 Feb 2006 06:13:18 GMT
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Read my topic on 1st page....

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [rc22fires](#) on Thu, 09 Feb 2006 16:33:04 GMT

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jonwil wrote on Wed, 08 February 2006 18:15
rc22fires, does your renegade work properly?

Worked perfectly..... But since you wanted me to find out what that consol window said I made the biggest mistake I could make and tried reinstalling cp1 then cp2 again... Now I can't use taunts ect so something has to be wrong...

However it was my fault anyway..

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [-FM-script](#) on Thu, 09 Feb 2006 18:49:33 GMT

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14,6 MB (15.396.629 bytes)

Hope this helps..

Could it have something to do with this?

<http://www.multiplayerforums.net/index.php?s=&showtopic=12165>

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [rc22fires](#) on Thu, 09 Feb 2006 21:45:17 GMT

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I completly reinstalled everything in my order.

1. Renegade
2. Official Westwood Patch 1.037(English, French, German, Chinese, Korean or Japanese)
3. Renguard.
4. No-CD Fix(Game2.exe version)
5. Core Patch 1
6. Core Patch 2
7. Custom skins, ect

Got everything working perfectly again{Good for me I guess}. However this time I didn't get that "error 2" error in the consol window again. The consol window did not appear at all actually, which I guess is a good thing.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [jonwil](#) on Thu, 09 Feb 2006 22:48:26 GMT

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-FM-script, do you have CP1 installed?
Did the CP2 installer download cp2.zip or patchall.zip?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [TD](#) on Thu, 09 Feb 2006 23:23:22 GMT

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rc22fires wrote on Thu, 09 February 2006 22:45I completly reinstalled everything in my order.

1. Renegade
2. Official Westwood Patch 1.037(English, French, German, Chinese, Korean or Japanese)
3. Renguard.
4. No-CD Fix(Game2.exe version)
5. Core Patch 1
6. Core Patch 2
7. Custom skins, ect

Got everything working perfectly again{Good for me I guess}. However this time I didn't get that "error 2" error in the consol window again. The consol window did not apear at all actually, which I guess is a good thing.

Instead of installing CP1 and then updating to CP2, you should install the FULL CP2 without CP1 pre-installed. But I think you installed the FULL CP2 over CP1, which might've been the problem.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [rc22fires](#) on Fri, 10 Feb 2006 01:18:09 GMT

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TD wrote on Thu, 09 February 2006 18:23rc22fires wrote on Thu, 09 February 2006 22:45I completly reinstalled everything in my order.

1. Renegade
2. Official Westwood Patch 1.037(English, French, German, Chinese, Korean or Japanese)
3. Renguard.
4. No-CD Fix(Game2.exe version)
5. Core Patch 1
6. Core Patch 2
7. Custom skins, ect

Got everything working perfectly again{Good for me I guess}. However this time I didn't get that "error 2" error in the consol window again. The consol window did not apear at all actually, which I

guess is a good thing.

Instead of installing CP1 and then updating to CP2, you should install the FULL CP2 without CP1 pre-installed. But I think you installed the FULL CP2 over CP1, which might've been the problem.

But that install I had no problems at all except when I tried playing I couldn't see any letters. Restarted computer. Everything was perfect.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Riots1337](#) on Fri, 10 Feb 2006 01:21:39 GMT

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Installer locks up when it tries to download patchall.zip

not sure if it should even be downloading that or if it should be downloading cp2.zip

but thats what it does.. download.exe locks up when it tries to download the patchall.zip

cp1 and rg are installed

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Fri, 10 Feb 2006 02:04:12 GMT

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hmmm, if you have cp1 installed and its trying to download patchall.zip, there is a problem somewhere...

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Riots1337](#) on Fri, 10 Feb 2006 02:41:04 GMT

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i downloaded and reinstalled rg a while back, rg didnt give me the option to download cp1 like it normally did so i did a stand alone installation of cp1. and yeah, cp2 tries to download patchall.zip

would a screenie of the Renegade folder contents be usefull?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Fri, 10 Feb 2006 04:45:07 GMT

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ok, something for people with errors to try:

If you have installed CP1 (especially CP1 standalone) and the installer is downloading patchall.zip (not cp2.zip) open up regedit and go to HKEY_LOCAL_MACHINE\software\RenGuard and check the patch version key. If you have CP1 installed, it should be 1. Zero means no patch installed and 2 means CP2 installed.

If it is set wrongly, change it and try installing CP2 again.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Aircraftkiller](#) on Fri, 10 Feb 2006 05:35:25 GMT

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I use the stand-alone version and I haven't got a patch version key in there at all.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Fri, 10 Feb 2006 08:00:18 GMT

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If you dont have the PatchVersion key present but have CP1 installed, create the key and set it to 1.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [-FM-script](#) on Fri, 10 Feb 2006 09:24:00 GMT

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jonwil wrote on Thu, 09 February 2006 17:48-FM-script, do you have CP1 installed?
Did the CP2 installer download cp2.zip or patchall.zip?

I got cp1
It downloads cp2.zip

But now hang on..
I started download.exe again and now its past Always2.dat
It now stops on CC_FieldTS.mix

Old file not found. However, a file of the same name was found.
No update done since the file content does not match.

That file is 12,8 MB (13.424.461 bytes)
I didnt change anything..

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Fri, 10 Feb 2006 11:43:54 GMT
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fm script, please send me (or upload on yousendit or something) your fieldts.mix file.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [=HT=T-Bird](#) on Fri, 10 Feb 2006 13:00:24 GMT
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-FM-script wrote on Fri, 10 February 2006 03:24jonwil wrote on Thu, 09 February 2006 17:48-FM-script, do you have CP1 installed?
Did the CP2 installer download cp2.zip or patchall.zip?

I got cp1
It downloads cp2.zip

But now hang on..
I started download.exe again and now its past Always2.dat
It now stops on CC_FieldTS.mix

Old file not found. However, a file of the same name was found.
No update done since the file content does not match.

That file is 12,8 MB (13.424.461 bytes)
I didnt change anything..
You must have installed a map pack that contained a different version of FieldTS from what CP1 included...fish the CP1 version of FieldTS out of the CP1 installer...

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [-FM-script](#) on Fri, 10 Feb 2006 13:23:56 GMT
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Here it is.

http://www.erikderuiter.nl/C&C_FieldTS.zip

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Titan1x77](#) on Fri, 10 Feb 2006 18:45:57 GMT
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does deleting feildTS cause a problem?

Im not sure which version I have, but if i just delete it before i install will I be ok?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [-FM-script](#) on Fri, 10 Feb 2006 21:21:47 GMT

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No, then it say's old file not found.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Aircraftkiller](#) on Fri, 10 Feb 2006 22:04:07 GMT

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Downloads CP2.zip like it always did, freezes for a second, stops on Always2.dat

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [theplague](#) on Fri, 10 Feb 2006 23:06:50 GMT

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good god... i downloaded -FM-script's feild_ts, now it says file doesn't match old one or something... T_T anyone got the CP1 version?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [=HT=T-Bird](#) on Sat, 11 Feb 2006 02:47:48 GMT

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theplague wrote on Fri, 10 February 2006 17:06good god... i downloaded -FM-script's feild_ts, now it says file doesn't match old one or something... T_T anyone got the CP1 version?
nice job just d/l the standalone CP1 install and extract that to a temporary folder

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [theplague](#) on Sat, 11 Feb 2006 22:25:27 GMT

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well, i could have just downloaded CP2's patchall but i didn't wanna download another 30mb...
jeeez, can't you just upload your feild_ts?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [pyroacidk](#) on Sun, 12 Feb 2006 12:04:19 GMT

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Hey,

Just reporting that I had no problems with CP2.
Installed like a dream first time, without a problem.

PLEASE CHANGE THE LOAD SCREEN THOUGH...

Great work BHS.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [jonwil](#) on Sun, 12 Feb 2006 13:07:50 GMT

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If anyone thinks they can make a better loadscreen, I am open to looking at it. But bear in mind that with the new faster maploading, the loadscreen isnt displayed for very long anyway...

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [Aircraftkiller](#) on Sun, 12 Feb 2006 14:42:39 GMT

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Aircraftkiller wrote on Fri, 10 February 2006 17:04Downloads CP2.zip like it always did, freezes for a second, stops on Always2.dat

Help ffs.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [Dethdeath](#) on Sun, 12 Feb 2006 20:04:43 GMT

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Aircraftkiller wrote on Sun, 12 February 2006 09:42Aircraftkiller wrote on Fri, 10 February 2006 17:04Downloads CP2.zip like it always did, freezes for a second, stops on Always2.dat

Help ffs.

Replace yours with the one in this rarfile:

<http://www.project-1337.com/uploads/always2.rar>

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [trunkskgb](#) on Sun, 12 Feb 2006 22:02:41 GMT

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Is anyone else having their game just crash for no reason? 3 times, it happened 3 times on Country Meadow today. No, it's not a bad map...it's actually pretty good. 3 times? Come on...is anyone experiencing this?

No warning, messagers or nothing. Just closes.

This is ridiculous.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [jonwil](#) on Sun, 12 Feb 2006 22:29:51 GMT

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trunkskgb, please send me the crashdump.txt from the country meadow crash.
Or upload here

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [trunkskgb](#) on Mon, 13 Feb 2006 00:26:03 GMT

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Normally I would post this in the Tech Support section, but since I've been having trouble in Rene more recently, I'm just wondering if it's a result of the CP. Anyway, I uploaded it here...

<http://www.geocities.com/trunkskgb/crashdump.txt>

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [Aircraftkiller](#) on Mon, 13 Feb 2006 05:10:03 GMT

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Dethdeath wrote on Sun, 12 February 2006 15:04Aircraftkiller wrote on Sun, 12 February 2006 09:42Aircraftkiller wrote on Fri, 10 February 2006 17:04Downloads CP2.zip like it always did, freezes for a second, stops on Always2.dat

Help ffs.

Replace yours with the one in this rarfile:

<http://www.project-1337.com/uploads/always2.rar>

Unfortunately it still refuses to patch, same error message. WTF is so complicated about getting this patch to work right?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [sterps](#) on Mon, 13 Feb 2006 05:50:01 GMT
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My load screen seems to have no writing in it

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [-\[TT\]-Whit3](#) on Mon, 13 Feb 2006 09:36:06 GMT
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i got this :S

seems sumfing is wrong wit canyon...even tho i can see it in the folder

any1 help?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Dethdeath](#) on Mon, 13 Feb 2006 14:14:11 GMT
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Aircraftkiller wrote on Mon, 13 February 2006 00:10Dethdeath wrote on Sun, 12 February 2006 15:04

Replace yours with the one in this rarfile:

<http://www.project-1337.com/uploads/always2.rar>

Unfortunately it still refuses to patch, same error message. WTF is so complicated about getting this patch to work right?

As far as I know always2.dat needs to be 15396629 bytes in size, the file I uploaded was exactly that. I guess you'd have to ask jonwil since he made the installer.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Titan1x77](#) on Mon, 13 Feb 2006 18:49:03 GMT
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trunksk gb wrote on Sun, 12 February 2006 17:02Is anyone else having their game just crash for no reason? 3 times, it happened 3 times on Country Meadow today. No, it's not a bad map...it's actually pretty good. 3 times? Come on...is anyone experierencing this?

No warning, messagers or nothing. Just closes.

This is ridiculous.

country meadow had crashed for me too....it was conflictng with another map.

I forget if it ever was fixed, but i havent tried it lately, just wanted to let you know I had it crash too....and this was a long time ago, before any type of CP's.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Realcaldi](#) on Tue, 14 Feb 2006 18:05:38 GMT

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Hi!

I think the "old file not found"-error has something to do with the installation-path, or better, what the installer IS THINKING what the installationpath is.

Fisrt, let me say Renguard & CP1 is Installed, everything works fine.

Then i got the same problem with CP2 installation: Installer stopped on file CC_Canyon.mix (old file not found)

My installation-path is E:\Renegade, I started download.exe in this folder (where the game & game2.exe is)

After the installation has aborted, i saw that a new data folder was created on harddrive E: (E:\data)

And in this directory the installer cant find those files of course...

But how can that happen? I started download.exe in the correct path?!?!

Greetings
RealCaldi

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Dethdeath](#) on Wed, 15 Feb 2006 00:58:38 GMT

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Download Canyon manually and restart the patcher.

<http://www.renegadeforums.com/index.php?t=msg&th=18704&start=0&rid=2091>

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Wed, 15 Feb 2006 02:40:42 GMT

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Realcaldi, have a look and see where it put patchall.zip or cp2.zip

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Aircraftkiller](#) on Wed, 15 Feb 2006 02:42:54 GMT
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So, when is this "installer" getting fixed to actually install something? It's been far too long for this to be so broken.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [RTsa](#) on Wed, 15 Feb 2006 08:13:44 GMT
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As jonwil said before, there won't be a release candidate 2. Rather the next one will be released through RG. I sure hope it works how it's supposed to then though.

Are you still waiting for the readme to write itself?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Goztow](#) on Wed, 15 Feb 2006 09:04:22 GMT
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I proposed to help with the readme but he already found someone, so guess it's done now .

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Aircraftkiller](#) on Wed, 15 Feb 2006 18:53:15 GMT
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I don't want another release candidate, I want the installer fixed. How could it be so hard if CP1's installation worked fine for the majority of players?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Realcaldi](#) on Wed, 15 Feb 2006 21:44:19 GMT
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jonwil wrote on Tue, 14 February 2006 21:40Realcaldi, have a look and see where it put patchall.zip or cp2.zip

Hi!

Its working now ... (ive followed your procedure with exchanging game2.exe and different maps manually)

THX

RealCaldi

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Wed, 15 Feb 2006 22:33:53 GMT

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A big part of why CP1 worked for so many people is because of the precheck that RenGuard does which makes sure the files you have are the files CP1 wants and if they aren't, points you at the right files. The same precheck will be in place for CP2 but for now, I have uploaded the files the precheck will use and posted links to them in the other thread.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Realcaldi](#) on Thu, 16 Feb 2006 07:41:05 GMT

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Aircraftkiller wrote on Wed, 15 February 2006 13:53I don't want another release candidate, I want the installer fixed. How could it be so hard if CP1's installation worked fine for the majority of players?

And I don't know, why you are always crying like a little boy in a candyshop, who wants some sweeties....

RealCaldi

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Aircraftkiller](#) on Thu, 16 Feb 2006 19:41:55 GMT

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I'd rather you find something better to do than complain about my legitimate complaints. If nothing is shown to be faulty because people like you kiss ass, nothing will get fixed.

So please, shut up. For your own good, since you're looking like an idiot.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Realcaldi](#) on Sat, 18 Feb 2006 08:35:49 GMT

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Maybe you are blind.... I've posted a problem with detailed description WHAT I've done and WHAT

happend then to my installation.

After that i gave a small feedback, after it was working.

In my opinion, it helps more then permanent postings like "when you will fix this stupid installer"

And btw. iam not scared about that if some children are thinking, iam an idiot...

Ciao RealCaldi

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [SuperTech](#) on Sun, 19 Feb 2006 17:17:33 GMT

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Chokes on C&C_FieldTS.MIX (old file not found even though it is there). Here is the map size:

11/28/2003 09:54 PM 13,424,461 C&C_FieldTS.mix

11/29/2004 10:04 PM 50,241 C&C_FieldTS.thu

I downloaded C&C_FieldTS.MIX from CP1 and copied it into the data directroy and now CP2 works. I saved the old map if you want to see it.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

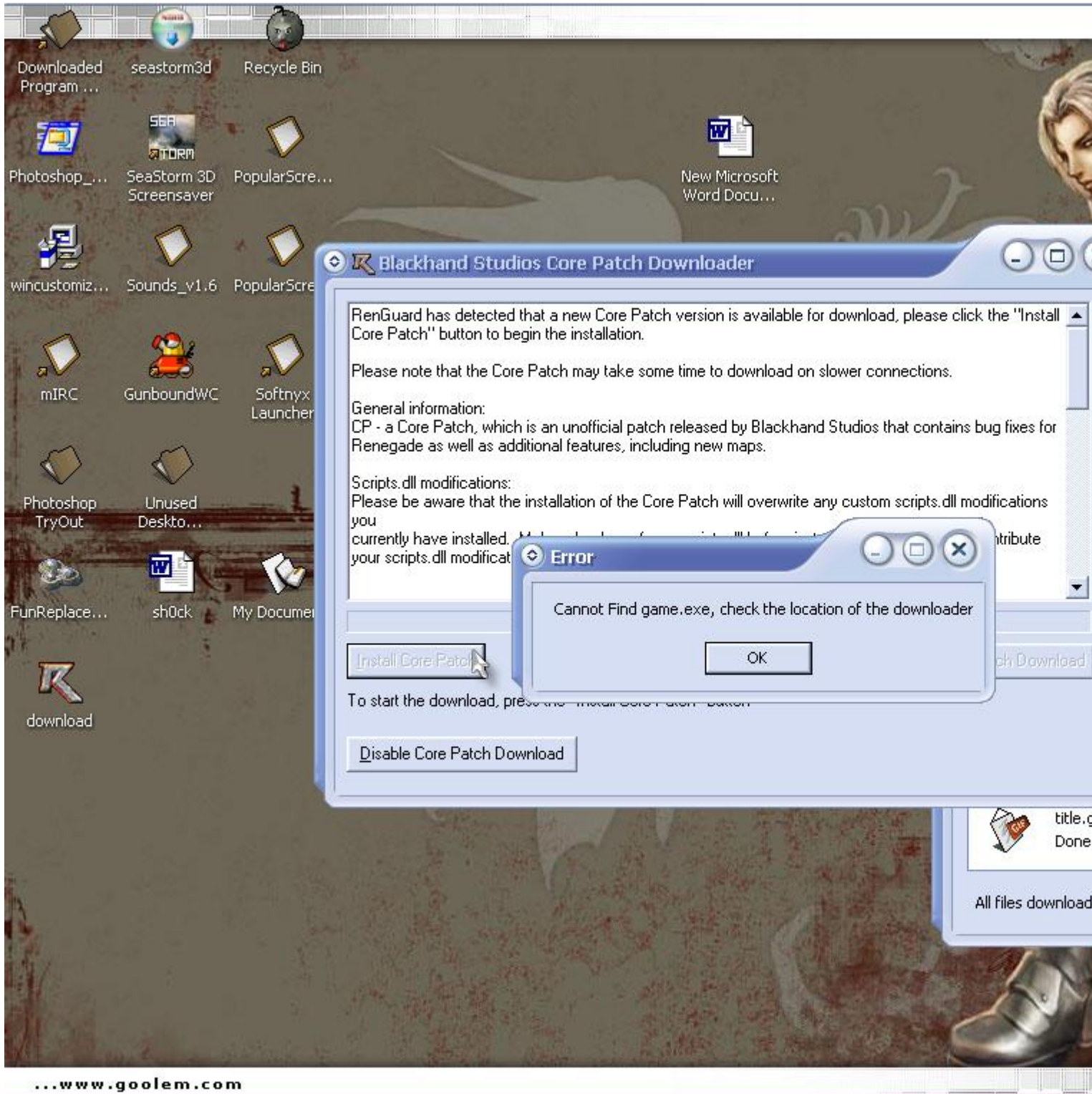
Posted by [base173](#) on Mon, 20 Feb 2006 01:59:24 GMT

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i cant get it to work some1 help please

File Attachments

1) [ss.JPG](#), downloaded 805 times



Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Mon, 20 Feb 2006 03:38:59 GMT
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You need to put the downloader in the renegade folder (c:\westwood\renegade is the default) and run it from there.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [pvtschlag](#) on Mon, 20 Feb 2006 06:36:32 GMT

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Well it seems that most people are getting farther with it then me. Everytime it gets done downloading the cp2.zip(tried with patchall.zip too) it tells me there is an error and that i need to re-load RG and redownload.

I've downloaded both cp2.zip and patchall.zip about 20 times now and it is getting alittle old. I have even downloaded them manually, checked them for corruption, but i can't seem to get it to work.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [jonwil](#) on Mon, 20 Feb 2006 08:04:17 GMT

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Odd that it fails like that.

What are your hardware and operating system (windows version etc) specs?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [pvtschlag](#) on Mon, 20 Feb 2006 09:38:53 GMT

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CPU: AMD Athlon XP 1700+
MB: Shuttle Mainboard AK32A
RAM: 512MB DDR PC2700
OS: Windows XP Service Pack 2 5.1.2600
Video: GeForceFx 5200 128MB @ 1280x1024 60Hz

If you need any more info just ask.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download
Posted by [Sven](#) on Fri, 24 Feb 2006 10:18:59 GMT

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Does it now support Windows XP 64bit Edition?

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [jonwil](#) on Fri, 24 Feb 2006 12:02:16 GMT

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Core Patch 2 should support it, as for RenGuard, no, we havent released the new version yet.

Subject: Re: Core Patch 2 Release Candidate 1 is available for download

Posted by [Sven](#) on Fri, 24 Feb 2006 13:55:47 GMT

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Sounds good

When will Renguard be supported? I'd love to play cheat free games on my machine....
