Subject: Core Patch 2 update 18 feburary
Posted by jonwil on Sat, 18 Feb 2006 10:23:40 GMT
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Core Patch 2 is almost ready to go, the following things have to be done before it can be released:
1.The readme file has to be improved (Crimson I believe said she would do it)
2.We (as in BHS) have to figure out which machine to put the various CP2 files on.
3.SSCP2 windows needs a better installer (Mac said he has the source code for SSCP1 windows installer which should help)
4.I have to make some changes to RenGuard to support sending out Core Patch 2 properly
and 5.I have to prepare and upload the final files for Core Patch 2 and make it download over RenGuard.

Generally, the hold up right now is that I am waiting for Crimson and/or Blazer (to get the readme file rewritten and decide where to put the Core Patch files), Reborn (who did the map fixes for CP2) since he has some further stuff that has to go into the readme file and Mac (who needs to find me that SSCP1 windows source

When CP2 rolls out over RenGuard, we will be implementing a precheck (same as we have for CP1). Should any of the files (maps etc) not match with what CP2 requires, you will be given a download link to download a version that the CP2 installer will like. This should (hopefully) put an end to all the "old file not found" issues.

Also, people with Core Patch 2 RC1 should download this
http://download.renguard.com/cp2/mixfiles/game2.zip and unzip it. This (along with the new readme file which will be posted here when its done) is the only change to client CP2 between RC1 and final.
The only change to SSCP2 is the new readme file.

For people without RenGuard installed, we will probobly be making a stand-alone installer for CP2 (anyone with RG installed will need to install it over RG)

Subject: Re: Core Patch 2 update 18 feburary
Posted by RTsa on Sat, 18 Feb 2006 10:34:44 GMT
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Thanks a lot for the update!

About that game2.exe: Should I unzip that if I used a no-cd exe?

Subject: Re: Core Patch 2 update 18 feburary
Posted by jonwil on Sat, 18 Feb 2006 13:20:27 GMT
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The game.exe is the exe that we will be shipping with CP2 final.
It is the exe from The First Decade. It is both a no-cd crack AND an official EA exe file.
Please do use it.

Subject: Re: Core Patch 2 update 18 feburary
Posted by jonwil on Sun, 19 Feb 2006 03:17:35 GMT
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ok, I am still working hard on Core Patch 2.
Basicly, I just need the new/fixed readme file and I can roll it out.
We dont have the source code to the SSCP1 windows installer anymore but I am still trying to figure out how to make the installer better. (I already got it to verify that the folder you are installing to is a valid folder) and I am working on making it add the maps to the map rotation automatically if you pick that option (like SSCP1 did)

Subject: Re: Core Patch 2 update 18 feburary
Posted by RTsa on Sun, 19 Feb 2006 13:20:58 GMT
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jonwil wrote on Sat, 18 February 2006 15:20The game.exe is the exe that we will be shipping with CP2 final.
It is the exe from The First Decade. It is both a no-cd crack AND an official EA exe file.
Please do use it.

Aah, ok. That's good.

Subject: Re: Core Patch 2 update 18 feburary
Posted by jonwil on Sun, 19 Feb 2006 22:50:00 GMT
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ok, I have given up trying to add the map files to the rotation, if any Nullsoft Installer experts out there have any ideas how to write NSIS code to add the maps to the rotation, feel free to speak up otherwise I wont be able to do it.