
Subject: Core patch 2 manual download for client and server

Posted by [jonwil](#) on Thu, 02 Mar 2006 12:27:54 GMT

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CLIENT SIDE

Steps to get it working:

1. Download <http://download.renguard.com/cp2/patcher.zip>
2. If you have Core Patch 1 installed, download <http://download.renguard.com/cp2/cp2.zip> otherwise download <http://download.renguard.com/cp2/patchall.zip>
3. Unzip both zip files into your renegade folder.
4. Double click on patcher.exe which will run the patching process.

Should you get any errors about files being bad or missing, download the relevant file from here:

<http://download.renguard.com/cp2/mixfiles/Always2.zip>
http://download.renguard.com/cp2/mixfiles/C&C_Canyon.zip
http://download.renguard.com/cp2/mixfiles/C&C_City.zip
http://download.renguard.com/cp2/mixfiles/C&C_City_Flying.zip
http://download.renguard.com/cp2/mixfiles/C&C_Complex.zip
http://download.renguard.com/cp2/mixfiles/C&C_Field.zip
http://download.renguard.com/cp2/mixfiles/C&C_FieldTS.zip
http://download.renguard.com/cp2/mixfiles/C&C_Hourglass.zip
http://download.renguard.com/cp2/mixfiles/C&C_Islands.zip
http://download.renguard.com/cp2/mixfiles/C&C_Mesa.zip
http://download.renguard.com/cp2/mixfiles/C&C_Snow.zip
http://download.renguard.com/cp2/mixfiles/C&C_Under.zip
http://download.renguard.com/cp2/mixfiles/C&C_Volcano.zip
http://download.renguard.com/cp2/mixfiles/C&C_Walls.zip
http://download.renguard.com/cp2/mixfiles/C&C_Walls_Flying.zip

If you are running RenGuard, Core Patch 2 will install the The First Decade exe file in place of your current game2.exe file (it is both a No-CD and an official exe file).

If you are not running RenGuard, you will end up with game.exe being your current game.exe and game2.exe being the The First Decade exe file. If you wish to use the TFD exe file, delete game.exe and rename game2.exe to game.exe. Otherwise, delete game2.exe (if you want to keep your current exe file).

SERVER SIDE

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)

Subject: Re: non-renguard download-and-install CP2 is now available

Posted by [pvtschlag](#) on Thu, 02 Mar 2006 21:10:56 GMT

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Thanks! It worked perfectly for me.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [dirtbiking06](#) on Mon, 06 Mar 2006 23:04:23 GMT

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im confused this is not working for me can you give more detailed steps because im not smart when it comes to computers anyways like how do u make a renegade file where do u put the files that u download please include those steps along with downloading steps thanks its just im not very good with this stuff cuz this is really confusing me (i dont even no what core patch is i just when renguard to work so ppl arent cheating and so i can play on renegade online) cuz i have to fix this core patch thing in order for renguard to work (i think) and so yah please help me thanks again

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [shnipling](#) on Wed, 15 Mar 2006 22:51:56 GMT

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Ko im not to smart so...

I downloaded the patch and unzipped it into the renegade folder but when i click it it wants to open it with adobe but adobe cant read it. and i dont know what to do.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [pvtschlag](#) on Wed, 15 Mar 2006 23:04:39 GMT

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You need to run the patcher.exe from <http://download.renguard.com/cp2/patcher.zip> once you have everything extracted to your Renegade directory, and not the RTP file.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [shnipling](#) on Thu, 16 Mar 2006 01:12:46 GMT

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Ok thanks for the help but now when i run renguard it pops up and says this

Buffer overrun detected!

Program:d:\westwood\renegade\game.exe

A buffer overrun has been detected which has corrupted the programs internal state. The program cannot safely continue execution and how must be terminated.

Now what do I do.

Thanks again

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [pvtschlag](#) on Thu, 16 Mar 2006 01:17:40 GMT

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Then join irc.n00bstories.com #bhs_support and ask for assistance there.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [EA-DamageEverything](#) on Sun, 26 Mar 2006 12:11:51 GMT

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Don't know if anyone has posted this before, but=

CP2 standalone MUST be installed AFTER RG is installed. Otherwise, RG keeps moaning "game2.exe already existing" and quits the Setup.

So the CP2 has to be the last thing in a Renegade installation process, because it patches the game2.exe.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [axelf25](#) on Tue, 04 Apr 2006 17:45:49 GMT

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Hi i keep getting a messege that says that always.dbs is invalid or corupt im running win me and i cant auto update renguard to cp2 please help

renguard fan
marty

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Fury47](#) on Wed, 05 Apr 2006 04:05:49 GMT

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I downloaded always2.dat file because mine seemed to be causing the Old file error but now i have another problem. Renegade loads fine but at the main menu screen there is no font, its missing. The bars that say single player, multiplayer.... etc are all missing font so there is no way to click anything, Anyone have a solution to this? Thanks.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [lavamike](#) on Thu, 01 Jun 2006 00:13:06 GMT

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wut about C&C_Last_Stand.mix?

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Seramiel](#) on Sun, 11 Jun 2006 11:09:10 GMT

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i had the always2 problem and downloaded the one from the link above then this came up.
i was updating to cp2 through renguard

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [JohnDoe](#) on Mon, 12 Jun 2006 10:06:39 GMT

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Is there a thread like this for CP1? I need to get the fanmaps, but don't want to install the Core Patch.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map

downloads)

Posted by [matrixjo1](#) on Wed, 28 Jun 2006 20:35:39 GMT

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everyone should get this it is the best it work perfectly i am very satisfied with this file it works perfectly

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [danpaul88](#) on Wed, 28 Jun 2006 22:55:32 GMT

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most people on here already have it or have a very good reason for not having it, but nice to see some support for the work BHS does

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [bwogowly](#) on Fri, 21 Jul 2006 04:03:46 GMT

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I was successful with installing this patch after having to use all of the extra links for unable to find files. When I try to play the game though, it says I have to restart to finish installing the patch and when it restarts, it gives me this message, titled, "Game2.exe - Unable To locate DLL," and then, "The dynamic link library mss32.dll could not be found in the specified path C:\Westwood\Renegade\patches;. ;C:\WINDOWS\system32;C:\WINDOW S\system;C:\WINDOWS;C:\WINDOWS\system32;C:\WINDOWS;C:\WINDOWS\system32\WBEM;C:\WINDOWS\COMMAND." If I click OK and the computer loads up then try to run Renegade it asks me to restart the computer to finish the patch installation again, etc. What do I do?

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [danpaul88](#) on Fri, 21 Jul 2006 07:44:29 GMT

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Sounds like you managed to lose the dll file somewhere along the line. I have uploaded the dll from my Renegade folder and attached it to this message, download it and put it into your Renegade folder

File Attachments

1) [Mss32.dll](#), downloaded 1115 times

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [bwogowly](#) on Fri, 21 Jul 2006 18:47:48 GMT

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This is invalid <http://download.renguard.com/cp2/patchall.zip> when I try to use the patcher again.

I added that .dll file under the Renegade folder, but I already had it, I noticed that the message I first posted about said that it was missing in the Patches folder of Renegade so I put it there too, and then it said another was missing after boot up so I put that one down too, and another after that (binkw32.dll and BandTest.dll). I then made a mistake by trying to move things along by just copying all of the .dll files under Renegade into the Patches folder. Since then I haven't been able to stop the message titled, "Invalid working folder" saying, "Set working folder and try again" after boot up even after deleting some of the .dll files I thought weren't there besides the ones it told me to add, and yes, every time I try to start up the game it tells me it's restarting to continue patching. AAAAAaaaaa!

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [danpaul88](#) on Fri, 21 Jul 2006 20:10:52 GMT

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my renegade does not even have a patches folder...

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [bwogowly](#) on Fri, 21 Jul 2006 21:08:43 GMT

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That's better. I just realized by reading the topic about non-renguard stuff. Well, I think I have renguard. Once I deleted the Patches Folder, my computer doesn't restart anymore (yay), and I load the game, it goes to some renguard 1.03 thing and gives me a message titled, "Microsoft Visual C++ Runtime Library," with the message, "Buffer overrun detected! Program Westwood\Renegade\Game.exe A buffer overrun has been detected which has corrupted the program's internal state. The program cannot safely continue execution and must now be terminated." Thanks for your help thus far.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [danpaul88](#) on Fri, 21 Jul 2006 22:03:18 GMT

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Are you using Windows 2000, or Windows XP 64 bit edition? The current version of RenGuard is not supported on those operating systems.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [bwogowly](#) on Fri, 21 Jul 2006 22:12:02 GMT

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windows 2000. What do I do now?

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [bwogowly](#) on Fri, 21 Jul 2006 22:29:31 GMT

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I did it! I uninstalled renguard and it finally works. Thank you so much

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [littleman34](#) on Mon, 31 Jul 2006 02:01:29 GMT

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Hey i just wanted to ask is there another file type of this besides .zip because i have nothing to unzip the file so if there is please post it ty.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Navalops7](#) on Mon, 11 Sep 2006 04:05:16 GMT

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I am having trouble downloading FieldTS. I tried uninstalling renguard and reinstalling it, but it keeps coming up with the same problem.

I have downloaded the file from renguard.com (and I tried the link from here), but when i try to extract it, i get an error saying 'error reading the file'. Now what do I do?

I don't know if this has anything to do with it, but I have Windows XP.

- Navalops7

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [MaverickSS](#) on Fri, 03 Nov 2006 06:13:24 GMT

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didn't help at all.
didn't change anything.
didn't make anything worse.
didn't make anything better.
all it did was support my understanding that no one understands this problem.
which may be understandable since this thread wasn't made for my particular problem, but i followed links from the thread about my problem to this thread, so somewhere someone has no idea what's going on.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Custom998](#) on Fri, 08 Dec 2006 01:11:18 GMT

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CP2 would make my Renegade not run without wanting to Restart My Computer To Finish patch, ive done it over and over, and i want to know, is CP2 compat with XP..? Or is something wrong..??

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Goztow](#) on Fri, 08 Dec 2006 07:42:29 GMT

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Custom998 wrote on Fri, 08 December 2006 02:11CP2 would make my Renegade not run without wanting to Restart My Computer To Finish patch, ive done it over and over, and i want to know, is CP2 compat with XP..? Or is something wrong..??

Yes, it should be compatible. I'm afraid u may need to reinstall everything. If you have the first decade - package, that may explain the problem?

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [benjamen123](#) on Thu, 22 Mar 2007 06:07:45 GMT

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when i press ur mss32.dll it said on my dap download aborted the file doesnt exzist on that web u need to fix that download!

File Attachments

1) [bruce.gif](#), downloaded 1208 times



Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [evilelmo](#) on Sat, 28 Apr 2007 21:15:16 GMT

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File not Found?

<http://img214.imageshack.us/img214/2883/untitledbt7.png>

And Then

<http://img214.imageshack.us/img214/7835/untitled2oq8.png>

How do I fix it?

Thanks In Advance,

-3vilelmo

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Goztow](#) on Tue, 08 May 2007 06:33:55 GMT

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3vilelmo wrote on Sat, 28 April 2007 23:15File not Found?

<http://img214.imageshack.us/img214/2883/untitledbt7.png>

And Then

<http://img214.imageshack.us/img214/7835/untitled2oq8.png>

How do I fix it?

Thanks In Advance,

-3vilelmo

The patch 1.037 auto patcher doesn't work correctly. Download it from <ftp://ftp.westwood.com/pub/renegade/updates/> and run it.

You need to do this before installing renguard or core patches!

[http://www.thekoss2.org/article.php?menu=game_info&cat=\[REN\]Installing](http://www.thekoss2.org/article.php?menu=game_info&cat=[REN]Installing) <- tutorial on Ren install.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Houston](#) on Tue, 30 Oct 2007 20:22:31 GMT

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The patch 1.037 auto patcher doesn't work correctly. Download it from <ftp://ftp.westwood.com/pub/renegade/updates/> and run it.

You need to do this before installing renguard or core patches!

-> Where do i install and how

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

Posted by [Goztow](#) on Tue, 30 Oct 2007 21:24:36 GMT

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Download the .exe of your renegade language and execute it. It'll find your renegade instance and update it.

Subject: patcher didnt work

Posted by [monkeylx1](#) on Wed, 31 Oct 2007 23:51:08 GMT

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I put the patcher and PATCHALL.RTP in the renegade directory, ran the patcher, and it said "Invalid Patch File 'C:\westwood\renegade\patchall.rtp'"
Is there any way to fix that?

PS I do NOT have TFD, I just installed renegade, game2 and scripts 3.4.4

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

Posted by [Goztow](#) on Thu, 01 Nov 2007 07:41:27 GMT

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Maybe unzip the .rtp again? :-S

Be carefuk: if u install cp2 after installing scripts3.x, you'll need to reinstall scripts3.x afterwards or else you'll get a black screen.

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [benjamen123](#) on Fri, 25 Jan 2008 23:46:18 GMT

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i know why because if ur harddrive doesnt suppor graphics and tick all the boxes it will stuff up ur renegade the scripts 3.4.4 make sure u tick the boxes right

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)

Posted by [Carrierll](#) on Fri, 25 Jan 2008 23:58:33 GMT

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benjamin123 wrote on Fri, 25 January 2008 23:46i know why because if ur harddrive doesnt suppor graphics and tick all the boxes it will stuff up ur renegade the scripts 3.4.4 make sure u tick the boxes right

It has nothing to do with your hard drive. It has everything to do with the fact scripts.dll 2.2.4 (or something close to that) is packaged in CP2, and 2.2.4 doesn't support the DX9 shaders introduced in the 3.X series. Please do not post incorrect infomation.

When installing Scripts 3.4.4 check "Bloom" and "Shaders" only if you have a modern (DirectX 9 hardware or above) graphics card. Else, it'll just fuck up.

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

Posted by [Diam0nd](#) on Mon, 25 Feb 2008 21:10:19 GMT

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LOL I JUST GOT PWND i reinstalled the patcher and it worked rofl wel thanks anyway

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

Posted by [ALLISLOST](#) on Mon, 12 May 2008 14:25:43 GMT

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CP2 anit working for me?? why not?

It says Removing old always.dbs

Then Error 2

Like Dis

Removing Old always.dbs

Error 2

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

Posted by [Zeglcosp](#) on Wed, 28 May 2008 15:31:26 GMT

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ok i got the cp2 downloaded and it says

"Old File not found. However, a file of the same name was found. No update done since file contents do not match."

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

Posted by [Goztow](#) on Wed, 28 May 2008 17:47:43 GMT

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Zeglcosnp wrote on Wed, 28 May 2008 17:31ok i got the cp2 downloaded and it says

"Old File not found. However, a file of the same name was found. No update done since file contents do not match."

Did you forget to first update Ren to patch 1.037?

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

Posted by [scar2th](#) on Sun, 15 Jun 2008 06:04:30 GMT

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ALLISLOST wrote on Mon, 12 May 2008 09:25CP2 anit working for me?? why not?

It says Removing old always.dbs

Then Error 2

Like Dis

Removing Old always.dbs

Error 2

I got the same exact problem and I've been stuck for a while. Can anyone please help?

Here's a SS of my problem.

File Attachments

1) [CP2.jpg](#), downloaded 1601 times

Zeglosnp wrote on Wed, 28 May 2008 17:31

ok i got the cp2 downloaded and it says

"Old File not found. However, a file of the same name was found. No update done since file contents do not match."

Did you forget to first update Ren to patch 1.037?



The KOSs2: 'cause there's no place like home - The KOSs2 Series
Crimson sets mode: (+sexy) Goztow

profile PM

Re: Core patch 2 manual download for client and server [m]

scar2th

Messages: 1

Registered: June 2008

ALLISLOST wrote on Mon, 12 May 2008 09:25

CP2 anit working for me?? why not?
It says Removing old always.dbs
Then Error 2

Like Dis

Removing Old always.dbs
Error 2

I got the same exact problem and I've been stuck for a while. Can anyone please help?

profile PM

Pages (2): [<< < 1 2]

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Core Patches Go

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C:\Westwood\Renegade\Data\patcher.exe

```
New Version of File 'data\C&C_Volcano.mix' already exists
Now patching data\C&C_Walls.mix
Applying MODIFY File Patch for 'data\C&C_Walls.mix'
New Version of File 'data\C&C_Walls.mix' already exists
Now patching data\C&C_Walls_Flying.mix
Applying MODIFY File Patch for 'data\C&C_Walls_Flying.mix'
New Version of File 'data\C&C_Walls_Flying.mix' already exists
Now patching data\Always2.dat
Applying MODIFY File Patch for 'data\Always2.dat'
New Version of File 'data\Always2.dat' already exists
```

```
If you experience problems with renegade (e.g. missing files,
always.dbs missing, wrong language), make a note of the error
message and report it to Blackhand Studios.
Language ID = 0
English Detected
Removing old always.dbs
error 2
```

Done



Command and Con...

Data

C:\Westwood\Ren...

Subject: Re: Core patch 2 manual download for client and server
Posted by [_SSnipe_](#) on Wed, 23 Jul 2008 08:49:28 GMT
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delete old files?

Subject: Re: Core patch 2 manual download for client and server
Posted by [Goztow](#) on Wed, 23 Jul 2008 10:21:58 GMT
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As this is Vista: are you running the patcher in admin mode?

Subject: Re: patcher didnt work
Posted by [rhuarc](#) on Fri, 08 Aug 2008 23:07:16 GMT
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monkeylx1 wrote on Wed, 31 October 2007 18:51 I put the patcher and PATCHALL.RTP in the renegade directory, ran the patcher, and it said "Invalid Patch File 'C:\westwood\renegade\patchall.rtp'
Is there any way to fix that?

PS I do NOT have TFD, I just installed renegade, game2 and scripts 3.4.4

if you dont copy the dll you can get that
and the renegade patch installer works fine for me, in game or even the renegade auto update in the start menu

Subject: Re: Core patch 2 manual download for client and server
Posted by [trunkskgb](#) on Sun, 17 Aug 2008 15:15:11 GMT
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When I try to run the patcher it just says...

"Can't find patch file!"

Yes, my Renegade is updated to 1.037 and no Vista for me, just XP.

Subject: Re: Core patch 2 manual download for client and server
Posted by [Omar007](#) on Fri, 31 Oct 2008 18:46:13 GMT
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I have The First Decade on my PC.

I have Renegade installed with scripts 3.4.4 so is it usefull to install CP's?? AKA: Does it add something more beside new maps and faster loading (what already is done by scripts)???

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

Posted by [Goztow](#) on Fri, 31 Oct 2008 19:10:23 GMT

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It adds several other things. Here are the readme.txt 's:

Quote:Core Patch 1 Introduction

=====

From the Creators of RenGuard, Blackhand Studios(tm) proudly presents "Core Patch One". CP1 is the first unofficial C&C Renegade update which fixes several bugs identified in the game. Many fixes and changes were made to the original maps including additional sounds, more effective vehicle blockers to prevent wall jumping, and other special effects. The much hated ability to do base to base attacks on certain maps has been prevented. Multiplayer radio command icons are now available, Obelisk powerup will be audible, seamless interaction between the Renegade client and the Free Dedicated Server will introduce server-side enhancements that make available the best effects ever achieved in Renegade muliplayer gameplay.

The people who have been eager to play the best Fan-made maps available at this moment haven't been left out. Six incredible maps, C&C_FieldTS, C&C_Gobi, C&C_Sand, C&C_MutationRedux, C&C_Siege, and C&C_Snow are all available through this update. Gobi, Sand, and Snow were among several maps intended to be released by Westwood Studios, and through the efforts of prolific level designer "Aircraftkiller", they have been completed and made available to you.

General Features:

Some inefficiencies in the original Westwood map files have been removed resulting in faster-loading maps.

Version 1.9.3 of the custom scripts.dll by "jonwil"

New enhanced sound driver files for Renegade (including support for Dolby audio) by "v00d00"

Numerous engine bug fixes and enhancements are distributed through bhs.dll by "jonwil"

BHS.dll for Win32 includes the following features: (some of which only work when hosting)

A bug fix for the radio command icons

And some fixes to various script commands so that most sounds now play for all players, not just the host, and other fixes that will enable more functionality to be used on custom-made maps

(such as poke, stealth, and explosions)

This means that if the server is running BHS.dll (or BHS.SO for linux) and the 1.9.3 version of the custom scripts.dll (or custom scripts.so for linux), the Obelisk will have the charge animation for all players and the charge sound for players who have BHS.dll installed.

C4 countdown mod and beacon countdown mod by Blazer (localized by Laeubi)

The server side SSAOW mod by vloknboky adds additional sounds that CP1 players will hear.

New console commands for the Free Dedicated Server:

-
- SNDA <wav file> - Plays a WAV file for all players. Host only.
 - SNDP <player> <wav file> - Plays a WAV file for a specific player. Host only.
 - ID <string> - Prints the name of ID of all players matching <string>. No string means all players.
 - TEAM <player> <team> - Changes a players team. Host only.
0 = Nod
1 = GDI
 - TEAM2 <player> <team> - Changes a players team without removing cash/score. Host only.
0 = Nod
1 = GDI
 - PAMSG <player> <message> - Sends an amsg to a specific player. Host only.
 - PPAGE <player> <message> - Sends a private message to a specific player. Host only.
 - DONATE <from player> <to player> <amount> - Move cash from one player to another on the same team.
 - VERSION <player> - Get the version of BHS.DLL installed on a client. Host only.

New client console commands:

-
- EXIT - Completely closes Renegade

Current WS Map Fixes:

-
- Field - B2B through mountain no longer works
 - Field - Removed bad spawn points for Nod (fall through the map bug)
 - Volcano - Several VIS (visibility errors) fixed
 - Walls - No longer able to drive vehicles onto the walls
 - Islands - B2B with MRLS no longer works
 - Islands - No longer able to shoot through tunnel walls
 - Mesa - Unable to walljump anymore
 - All maps - Weapons Factory interior fixed to prevent shooting through bay (garage) window

Please note that we had to roll back to the original C&C Canyon - the fix that prevented you to get onto Weapons Factory had to be removed.

New Maps:

C&C_MutationRedux by NeoSaber
C&C_Siege by PinkBunny (fixed version, by SomeRhino)
C&C_FieldTS by Aircraftkiller
C&C_Snow by Aircraftkiller (from original Westwood design)
C&C_Sand by Aircraftkiller (from original Westwood design)
C&C_Gobi by Aircraftkiller (from original Westwood design)

Troubleshooting / Known Issues:

If the new loadscreen does not show properly for, please remove the strings.tdb file from your renegade data directory.

If your C&C_Canyon.mix map is displaying weird texture errors, you probably still have an older beta version of core patch 1. Please follow the instructions on www.renforums.com (cp1 forum) to reinstall CP1.

If emoticons do not show for you, something is wrong with your renegade executabe. Try to use another renegade executable. You can find support in the RenGuard/CP1 Forums.

Quote:

General Features:

- The faster map loading enjoyed with Core Patch 1 has been made even faster in this patch.
- Version 2.2.1 of the custom scripts.dll by "jonwil"
- The font change inadvertently introduced, and the custom loadscreen in CP1 has been revoked, restoring the Renegade defaults.
- Servers running CP2 will no longer allow players to get on top of the refinery on non-flying maps.
- Fixed "error 17" and other more rare errors in the installer.
- Added keyboard configuration for SSAOW keys, also includes keycfg.exe to change these assignments.
- Harvester harvesting arms now animate (if the server is running the right version of bhs.dll)
- A fix for the invisible harvester bug (where if you have an airstrip & power plant is destroyed, the harvester will respawn invisible).
- Infantry death sounds and powerup collection sounds will now play (if the server runs the right version of bhs.dll)
- New crash handling code that makes the "xxx.exe has just crashed" dialogs from windows go away as well as creating a new crashlog file called crashdump.txt (instead of the old _except.txt which is gone now)

Map changes/fixes:

- Blocked ability for players to get on top of refinery on non-flying maps
- C&C_Canyon.mix: Blocked ability for players to get on top of the Weapons Factory
- C&C_Complex.mix: Prevent GDI Base-to-Base exploit to hit refinery

- C&C_FieldTS.mix: Prevent Nod buggies from entering tunnels
- C&C_FieldTS.mix: Fixed problem near obelisk where vehicles can get stuck
- C&C_Islands.mix: Added blockers to prevent more Base-to-Base exploits
- C&C_Snow.mix: Fixed a Base-to-Base exploit
- C&C_Under.mix: Fixed a bad spawn point in the Hand of Nod

New console commands for the Free Dedicated Server:

-
- SNDDT <wav file> <team> - Plays a WAV file for the specified team. Host only.
 - SND3DA <player> <wav file> - Plays a 3D WAV file for all players. The player is used to identify where to play the 3d sound. Host only.
 - SND3DP <player> <wav file> - Plays a 3D WAV file for a specific player. Host only.
 - SND3DT <player> <team> <wav file> - Plays a 3D sound for a given team at the location of <player>. Host only.
 - TPAGE <team> <message> - Sends a page to a specific team. Host only.
 - MLIMIT <new limit> - Sets the mine limit. Limit of 127. Renegade host only.
 - MUSICA <mp3 file> - Plays a MP3 file for all players. Host only.
 - MUSICP <player> <mp3 file> - Plays a MP3 file for a specific player. Host only.
 - NOMUSICA - Stops the background music for all players. Host only.
 - NOMUSICP <player> - Stops the background music for a specific player. Host only.
 - SONG - Prints the name of the last song loaded by the MUSIC command or the Set_Background_Music script command. Host only.
 - ICON <player> <w3d file> - Shows an emoticon over the head of the passed in player that is visible to their team. Host only.
 - WIN <team> - Kills the buildings of the other team to end the game. Host only.
 - TMSG <player> <message> - Sends a message to a team as though it was coming from <player>.

(For all commands requiring a team, use 0 for Nod and 1 for GDI)

New client console commands:

-
- SCREENSHOT changes the format of screenshots output by renegade. 0 = PNG, 1 = TGA. This setting gets saved into the registry. The default (if you have never used the SCREENSHOT command before) is PNG. Setting is saved in your registry as ScreenshotFormat under the HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade key, values are the same as for the console command (0 = PNG, 1 = TGA)
 - SCREENFMT prints the current screenshot format
 - LOG changes whether the client chat log is output or not, 0 = disabled, 1 = enabled. This setting gets saved into the registry. The default (if you have never used the LOG command before) is enabled. Setting is saved as ClientChatLog under the HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade key, values are the same as for the console command (0 = disabled, 1 = enabled)

New client side chatlog that will log the following:

- * all uses of MESASGE on the host
- * all uses of PPAGE on the host for this player

- * all uses of TPAGE on the host for this team
 - * all uses of TMSG on the host for this team
 - * all f2 chat messages
 - * all f3 chat messages for this team
 - * There will be an indication if its for everyone, team or private (note that because of how it works, a TPAGE command will be marked "private" and not "team", messages sent by the TMSG command will show up as team messages)
 - * This also records messages like "host: xxx changed teams" and "host: xxx committed suicide"
- LOGP prints the status of whether the client chat log is being output or not.

New Maps:

C&C_BunkersTS by Aircraftkiller
C&C_Last_Stand by Titan1x77
C&C_Terrace by Titan1x77
C&C_Tropics by Aircraftkiller

keycfg.exe How-To:

keycfg.exe is the GUI based editor for keys.cfg. The CP2 installer will put this application in your Renegade directory.

When you start the application, your existing key configuration will be loaded and displayed in the window. To change the key that triggers the item, click on the item your wish to change and press the new requested key.

Click "Save & Quit" to save your changes and quit the application. If you change your mind and wish to keep your existing keys, close the window or click "Quit" to leave without saving.

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

Posted by [Omar007](#) on Sat, 01 Nov 2008 09:05:49 GMT

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lol seems i already have those changes

While my renegade is a fresh install so no cp's at all yet

Seems pretty useless to me installing this onto my renegade since that all already seems to be done in my Renegade but anyways thanks for posting the readmes

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

Posted by [FlashFire](#) on Mon, 12 Jan 2009 21:59:45 GMT

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Thank you very much for compiling these links and helping people reinstall/install Renegade! I really appreciate your hard work...

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

Posted by [Goztow](#) on Mon, 12 Jan 2009 22:02:02 GMT

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FlashFire wrote on Mon, 12 January 2009 22:59 Thank you very much for compiling these links and helping people reinstall/install Renegade! I really appreciate your hard work...

Glad to have another Ren player .

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
- 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
renegade >

What can I do to make it working?

Subject: Re: Core patch 2 manual download for client and server
Posted by [Di3HardNL](#) on Fri, 27 Aug 2010 17:04:27 GMT
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Links are dead

Subject: Re: Core patch 2 manual download for client and server
Posted by [i_pwn_nub -_-](#) on Fri, 01 Oct 2010 21:09:05 GMT
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whenever i try to patch it says patch file not found how do u fix this

Subject: Re: Core patch 2 manual download for client and server
Posted by [HaTe](#) on Tue, 19 Jul 2011 22:37:13 GMT
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i_pwn_nub -_- wrote on Fri, 01 October 2010 14:09whenever i try to patch it says patch file not found how do u fix this
Just tried installing on my laptop and getting same issue.

Edit: Scripts fixed my previous problem anyhow

Subject: Re: non-renguard download-and-install CP2 is now available(+ map downloads)
Posted by [i_pwn_nub -_-](#) on Wed, 30 May 2012 02:04:15 GMT
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thx that helped me now i can play again

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

Posted by [Gohax](#) on Wed, 30 May 2012 05:19:19 GMT

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Better to get 4.0. Look in TT section of forums.

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

Posted by [YesNoMayb](#) on Sun, 10 Jun 2012 16:58:51 GMT

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Does the method for installing CP2 change now that Renguard is gone? I have TFD.

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

Posted by [Omar007](#) on Sun, 10 Jun 2012 18:02:42 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=39331&start=0&rid=2> 3454

Quote:

Frequently Asked Questions (FAQ)

Do I need to install Core Patches?

- No
