
Subject: Loading screen issue
Posted by [PlastoJoe](#) on Fri, 21 Apr 2006 02:23:05 GMT
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I had this problem since I installed CP2, but never got around to reporting it. The loading screen no longer displays any text since I installed CP2. How can I fix this?

Also, it might be just me, but it seems as though it loads slower than it did with just CP1.

Subject: Re: Loading screen issue
Posted by [Feetseek](#) on Fri, 21 Apr 2006 02:30:50 GMT
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I don't think it supposed to display any text...

The loading went 10x faster for me.

Subject: Re: Loading screen issue
Posted by [Goztow](#) on Fri, 21 Apr 2006 07:26:36 GMT
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Loading goes so fast, they estimated the text isn't necessary anymore and took it off.

Subject: Re: Loading screen issue
Posted by [PlastoJoe](#) on Sun, 30 Apr 2006 15:35:49 GMT
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I thought that on the Readme for CP2, they said that they only got rid of their custom loading screen and switched it back to default. In any case, it's still loading just as slow as if I didn't have the core patches at all.

Subject: Re: Loading screen issue
Posted by [jonwil](#) on Sun, 30 Apr 2006 22:31:30 GMT
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If its taking so long to load, that could mean that you dont have the latest scripts.dll/bhs.dll. The fast map loading was added in scripts.dll 2.1.x.

Subject: Re: Loading screen issue

Posted by [PlastoJoe](#) on Sun, 30 Apr 2006 23:57:36 GMT

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Can I download this separately? Or do I have to reinstall Core Patch 2 completely?

Subject: Re: Loading screen issue

Posted by [jonwil](#) on Mon, 01 May 2006 01:43:46 GMT

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Go to <http://www.sourceforge.net/projects/rentools/> and download whatever version you want (scripts.dll 2.7 is the latest version) and then put the 2 dll files into the renegade folder and things should work.

Subject: Re: Loading screen issue

Posted by [PlastoJoe](#) on Mon, 01 May 2006 06:00:07 GMT

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Thank you very much. It loads much faster now.

I'm trying not to be too picky, but there's no way to put back the text on the screen, is there? If not, that's cool.
