
Subject: A Path Beyond, Patch 2.
Posted by [IronWarrior](#) on Sun, 23 Dec 2007 03:07:14 GMT
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You can download the new Patch or the Full Installer at Game-Maps.NET

Here are the download links.

Game-Maps.NET - Full Installer

Game-Maps.NET - Patch 2

Have fun and remember we are always accepting donations.

Subject: Re: A Path Beyond, Patch 2.
Posted by [Dreganius](#) on Sun, 23 Dec 2007 03:48:40 GMT
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Subject: Re: A Path Beyond, Patch 2.
Posted by [cmatt42](#) on Sun, 23 Dec 2007 04:23:27 GMT
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If you find problems with downloading, remember:
For the full installer: http://deathrayproductions.com/apathbeyond/APBFULLv1_2_0.exe
For the patch (requires patch 1):
http://www.deathrayproductions.com/apathbeyond/APBPATCHv1_2_0.exe

Subject: Re: A Path Beyond, Patch 2.
Posted by [bisen11](#) on Sun, 23 Dec 2007 04:36:09 GMT
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You sure do like gamemaps.net.

Subject: Re: A Path Beyond, Patch 2.
Posted by [Canadacdn](#) on Sun, 23 Dec 2007 05:01:55 GMT
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Awesome....But, shouldn't this be in the mod forum?

Subject: Re: A Path Beyond, Patch 2.
Posted by [Dreganius](#) on Sun, 23 Dec 2007 05:14:18 GMT
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...

Whenever i try to join the server it says "Version Mismatch"

Subject: Re: A Path Beyond, Patch 2.
Posted by [Oblivion165](#) on Sun, 23 Dec 2007 06:36:52 GMT
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All the servers will take time to convert over to the new version.

Subject: Re: A Path Beyond, Patch 2.
Posted by [_SSnipe_](#) on Sun, 23 Dec 2007 07:44:20 GMT
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do u need to install patch 1 first? or just num 2?

Subject: Re: A Path Beyond, Patch 2.
Posted by [IronWarrior](#) on Sun, 23 Dec 2007 08:52:56 GMT
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joe937465 AKA SSnipe wrote on Sun, 23 December 2007 08:44do u need to install patch 1 first?
or just num 2?

If you already patched to 1, then no, if not, then yes or get the full installer.

Subject: Re: A Path Beyond, Patch 2.
Posted by [cmatt42](#) on Sun, 23 Dec 2007 15:38:29 GMT
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Oblivion165 wrote on Sun, 23 December 2007 00:36All the servers will take time to convert over
to the new version.

Right.

There's a temporary one up:

Server name: Black-Cell

IP: 209.62.58.130

Port: 9052

Subject: Re: A Path Beyond, Patch 2.
Posted by [HORQWER](#) on Wed, 26 Dec 2007 14:57:47 GMT
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omg apb path added a mission fot apb =D

Subject: Re: A Path Beyond, Patch 2.
Posted by [cmatt42](#) on Wed, 26 Dec 2007 15:55:27 GMT
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HORQWER wrote on Wed, 26 December 2007 15:57omg apb path added a mission fot apb =D
No they didn't; unless you're talking about the objective map, Seamist. But that's been around for a while now.

Subject: Re: A Path Beyond, Patch 2.
Posted by [HORQWER](#) on Wed, 26 Dec 2007 15:56:45 GMT
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cmatt42 wrote on Wed, 26 December 2007 09:55HORQWER wrote on Wed, 26 December 2007 15:57omg apb path added a mission fot apb =D
No they didn't; unless you're talking about the objective map, Seamist. But that's been around for a while now.
.....

Subject: Re: A Path Beyond, Patch 2.
Posted by [Renx](#) on Wed, 26 Dec 2007 17:15:43 GMT
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Patch 1 links for those that don't want to download the full installer:

http://www.gamershell.com/download_21339.shtml
<http://www.deathrayproductions.com/apathbeyond/betapatch.exe>
<http://files.moddb.com/8728/download-apb-beta-patch-1exe/>
<http://www.neogods.net/apb/files/betapatch.exe>
<http://www.game-maps.net/index.php?action=file&id=910>

Subject: Re: A Path Beyond, Patch 2.
Posted by [JPNOD](#) on Wed, 26 Dec 2007 19:34:57 GMT
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Might give it a try one of these days, haven't played RenAlert in a while, good old days stuff.
