How about dropping the bhs.dll 2.1 with the bug fix so I can try it. Or maybe you can let me in on how to get the client_logs to work with the bhs.dll from cp1.

I know that I am about 2 months late for any cp2 suggestions, but here I go anyway.
Trying to read the chat at the PT is a beating. The "you have just connected to a rengaurd protected server" is to loud, and so is the c130_loop.wav file.
Other than that it's peachy.

PS. could you also work on a graphics engine that will utilize the Athlon 64 X2 series Dual Core technology?