

"CP2readme"General Features:

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- 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- The font change inadvertently introduced, and the custom loadscreen in CP1 has been revoked, restoring the Renegade defaults.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:

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- 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:

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- SNDT <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:

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- 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:

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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:

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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.

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