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 relavent 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_Flyin g.zip
    http://download.renguard.com/cp2/mixfiles/C&C_Complex.zi p
http://download.renguard.com/cp2/mixfiles/C&C_Field.zip
    http://download.renguard.com/cp2/mixfiles/C&C_FieldTS.zi p
    http://download.renguard.com/cp2/mixfiles/C&C_Hourglass. zip
    http://download.renguard.com/cp2/mixfiles/C&C_Islands.zi p
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.zi p
http://download.renguard.com/cp2/mixfiles/C&C_Walls.zip
    http://download.renguard.com/cp2/mixfiles/C&C_Walls_Flyi ng.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 unziped 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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evryone 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 938 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 foler. 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 anyhting.
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 770 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,

  -3vilelm0

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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3vilelm0 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,

  -3vilelm0
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 <- 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 CarrierII on Fri, 25 Jan 2008 23:58:33 GMT
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benjamen123 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 Zeglcosnp 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

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

ALLISLOST wrote on Mon, 12 May 2008 09:25CP2 anit working for me?? why not?
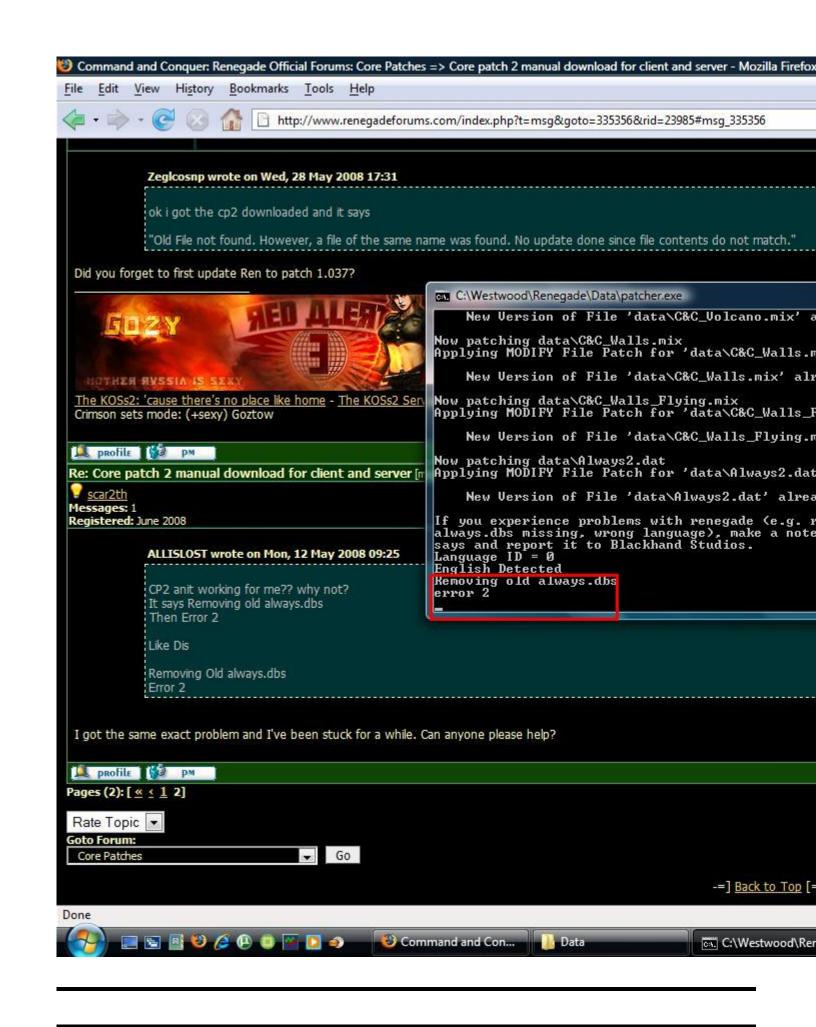It says Removing old always.dbs
Then Error 2

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 903 times

Command and Conquer: Renegade Official Forums: Core Patches => Core patch 2 manual download for client and server - Mozilla Firefox

File   Edit   View   History   Bookmarks   Tools   Help

http://www.renegadeforums.com/index.php?t=msg&goto=335356&rid=23985#msg_335356

Zeglcosnp 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 Serv
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**

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Core Patches   ▾   Go

-=] Back to Top [=

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

```
       New Version of File 'data\C&C_Volcano.mix' a

Now patching data\C&C_Walls.mix
Applying MODIFY File Patch for 'data\C&C_Walls.m

       New Version of File 'data\C&C_Walls.mix' alr

Now patching data\C&C_Walls_Flying.mix
Applying MODIFY File Patch for 'data\C&C_Walls_F

       New Version of File 'data\C&C_Walls_Flying.m

Now patching data\Always2.dat
Applying MODIFY File Patch for 'data\Always2.dat

       New Version of File 'data\Always2.dat' alrea

If you experience problems with renegade (e.g. r
always.dbs missing, wrong language), make a note
says 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 18:51I 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 vloktboky 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 orginal 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:

- 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 comming 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 22:59Thank 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
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- 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