
Subject: Core Patch 2 Official Announcement and BHS updates

Posted by [Crimson](#) on Mon, 04 Apr 2005 05:40:49 GMT

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Work is currently underway for Core Patch 2, now with no Trans Fat! Here's what's on the way...

Engine Changes/Bugfixes, such as even faster map loadtimes, spawn with a fully-loaded pistol (hopefully), and PNG format screen shots instead of TGA for better file size and better compatibility with your current image software. We're also fixing the "invisible harvester" bug where new harvesters created after the Power Plant is destroyed are invisible. We are also going to add client chat logging so you can find messages you missed, and use the logs when you post on forums and web sites.

Several New Console Commands for Server admins, though mostly for regulator software, including map name display, mod package name display, map number display, map list display, get radar mode, music, no music, music private, no music private, get server bhs.dll version, mine limit display, current mine display, eject (remove a vehicle thief from a vehicle), map list changing, snd3dt (Sound 3D team), emoticon display, and currently playing song.

GUI/Interface changes include new Purchase Icons, "Logan" maps, where CP2 users will be able to purchase "Logan" as an alternate for "Deadeye" with the same stats and weapon, so long as the server and client both have CP2 installed. We're also replacing the font with the standard one... Just when you got used to the "new" font from CP1. We'll also be changing the load screen.

We're also adding new voice messages by djlaptop, to be used in BRenBot, and on the server side, we're featuring a new SSAOW Version which includes CTF and Sniper Game Modes, plus new BRenBot 1.42 version which features a permission system and a plugin system.

And, as usual, new maps will be released to CP2 users. We'll be adding 4-5 maps, which you, the community, will vote on, with the following restrictions:[list]

- [*]20-25mb

- [*]at least one flying map

- [*]no deathmatch/other game mode maps, only AOW

- [*]Base Defense maps vs No Base Defense ratio should be even

[/list:u]

We also have some map-specific fixes that we've been asking for your help to locate for a while.

The list includes the following:[list]

- [*]Volcano : Fix VIS glitches in the tunnels between Power Plants

- [*]Volcano : Fix gap in invisible wall at ledge or the ramp at the lava area

- [*]FieldTS : Block buggies entering tunnels

- [*]FieldTS : Fix glitched area at the obelisk where vehicles getting stuck.

- [*]Islands : Fix all reported spots where base 2 base is possible

- [*]Mesa : Fix VIS glitch standing at AGT looking at Bar.

- [*]City(Flying) : Fix VIS glitch at Hand front when in APC

- [*]Canyon : Block ability to get on the side of WF

- [*]Canyon : Fix VIS glitch with Light Tank and bridge near GDI refinery

- [*]Complex : Fix base 2 base ability (need screenshot of location)

- [*]Snow : Fix Base 2 Base ability

- [*]Under: Fix bad spawn point on the Hand Of Nod
 - [*]Under: Fix various VIS glitches in the tunnels
 - [*]All Maps : Fix WF vehicle construction zone is too large
 - [*]All Maps : Fix MCT aggregate in the Nod Refinery
 - [*]Non-Flying Maps : Block ability to get on top of the Refineries
- [/list:u]

--- Other Announcements ---

Another important change here at Blackhand Studios is that we have added an official support leader. He is the ever-helpful zunnie. Please give him a warm welcome!

We will keep you updated on our progress. Look for a poll very soon to start voting on maps to include in the patch!
