
BFBC2 Server R34 Repack ((FREE))



i'm going to try it with the original.mod files from my normal bfbc2 installation. i don't have any other maps that i've added to the server (even when it worked). i'm going to run the script i made as a comparison and see if it matches. if it matches then it'll work with the original files. if it doesn't match then i'm going to try repacking it with the script. it's just a matter of waiting. and hopefully it'll work. but i'm not sure how to test it with the original files. i don't have any other maps i want to add to the server. to answer your question about deleting files in mp_006. what i did was open up the mp_006 archive, move it out of the server directory, then make a fresh copy, and replace the content. to do this, i used the zip tool provided by winrar (which is already installed on windows 7), and then used the "re-add" function provided in the archive properties. the problem is that you can't play a modded version of bfbc2 with the modded version of the game installed. to do this, you have to use a special program called "bfbc2installer", which is only available through the steam service. it's a small program that goes through the game directory and

removes any files that are modified by the game in the directory (ie. "log.scr", "log.cfg", etc). with bfbc2installer, you can then install the modded version of the game by uninstalling the original game, and installing the game with bfbc2installer. with bfbc2installer, it is possible to play a modded game with a modded version of the game installed. the bfbc2installer is a small program that you can use to install a modified version of the game. to install the modded version of the game, you run bfbc2installer, and follow the prompts. the only difference between the modded version and the original version of the game is that the modded version will be installed in the same directory as the original game. so for example, you might install the modded version of the game in "c:\games\bfbc2\modded", and the original version in "c:\games\bfbc2".

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i used this information to make a patch file. i thought it would be as little as possible, but it turned out to be a lot larger. but i think that my intention was clear. keep in mind that when you download a repacked game, you only get a game file, while i would need to provide you with two archives: a game archive and a patch archive. the latter is what i call the bfb02_repack.pch file. the former includes the installation scripts from the original archive. the main reason why the modding isn't happening right now is that i am in the middle of repacking the game, and i am running the modding only now, because right now i know that whatever i do it will

work. to make it easier, which you never need to do with quake and such, i used sed to replace "gam_data" with "gam_game" in both the main fbrb and the one attached to the level data. then i did zip -r -d gam_data/ data.zip.* which unzips all the other files and puts it in data. then i did the same with fbrb.zip -d gam_data/ -t gam_game/. then i ran zip -r -d gam_data/ gam_game.* on all of the other ones (which has the same effect as unzipping again). you also don't need a fallback. when i use a modified version of the default game, and save a map, it loads as if i just have default stuff. if that's not the case for you, you can put something like, i dunno, a data file in your fbrb directory that just contains a text file with all the default stuff. that will fall back to the defaults. then, in "zplay.cfg", under the "dip001_test" section, add data (in quotes) to the "file extension" field. this means "if everything is all right, load this file". then you should be able to go into "new game" or whatever and save a map, and it should work as intended. 5ec8ef588b

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