Subject: Two bugs
Posted by spoonyrat on Wed, 18 Aug 2004 21:12:40 GMT
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I'm unaware if you're working on these, or if they are unfixable, but just to recap.

Firstly bluescreening/FPS bug when you get in a tank. This is probably the worst bug Renegade has.

Secondly, if you're the host, you get a "Connection broken to *such-and-such-player*" if someone disconnects. Is there a way to have all clients see this message? (I know some servers have it, but I meant something client-side so it would work in non-dedis)