Subject: The Zero Bug
Posted by laeubi on Thu, 02 Dec 2004 17:54:19 GMT

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Some 0Bug facts:
- Play Renegade, join a server with a PKG mod, then after 1 or 2 maps, join another 'normal' server.
- This works vice versa
- only 'workaround' Restrt regade BEFORE and AFTER playing a MOD
- (object.dbb ARE mods for Rengade)
- The searchfunction should bring up several topics on that from the early Renegade times.
- its's intention was to prevent Cheating, so if you try a objects mod it SHOULD prevent you from making any damage etc.
- It apears on pkg because the time you leave the server, your strings.tdb and objects are still in juse (partially)
- Westwood never fixed that 'bug'
- If you have the Zero bug, you must restart Rengade + PC, and NOT join the same server, as long as the next map in the cicyle is played.

As mentioned before, thsi are the symptoms:
- everytime you shoot something (that is damagable), credits go 0
- your ponts get 0
- you do 0 damage
- anyidea why it is called 0bug?

Other things that can be said about:
- Its not a problem with GSA/ASE, because you restart everytime before switching the server.