

---

Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Mon, 07 Jul 2014 21:35:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Played one round of multiplayer skirmish and then loaded a quick save at (save was made at the end of level one just before I win so I could easily test the movie fix) and then I got this error.

Once again, this happened when I loaded a saved game.

Quick save worked fine when I loaded it without playing skirmish first.

\*Movies are working.

\*Ion Rings are working.

jonwil wrote on Sun, 06 July 2014 21:15

The most likely guess for the texture glitching is that you have graphics detail set to something other than max, that's what usually causes things like that, not 100% sure though.

I've tried max and lower settings, but by default I always max everything in Renegade out.

Also I feel like this key should be mappable:

This pops up from the tab key.

Bug:

I noticed this in multiplayer too, but if you shoot one of these they keep twitching forever:

Attached a saved game so you could jump right too one, see "Savegame01.sav"

I should also report that the quick load key doesn't seem to work anymore (I assume it used to be f8 which is now used by the console?).

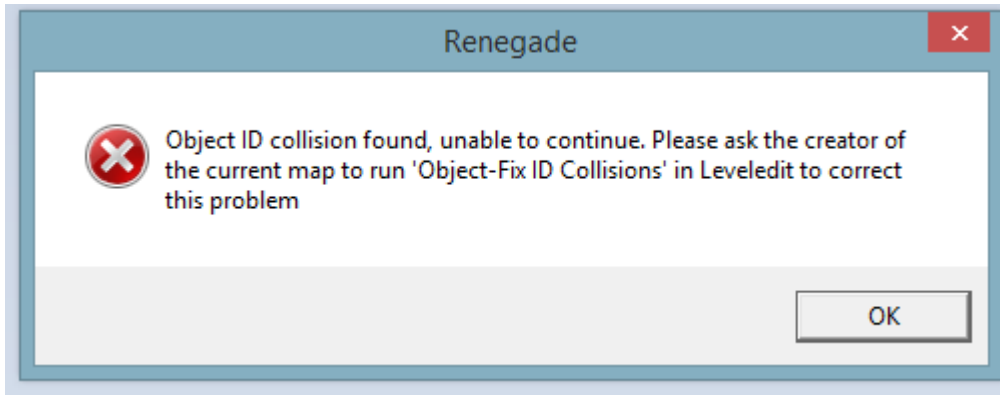
After reloading the second level while inside the radar jamming zone I noticed the radar jamming was no-longer applied.

Savegame02 is a friendly AI trying to pathfind the top of a ladder but failing to hit the transition zone, just move after loading and it should try to move down the ladder.

---

## File Attachments

1) [Error.png](#), downloaded 869 times



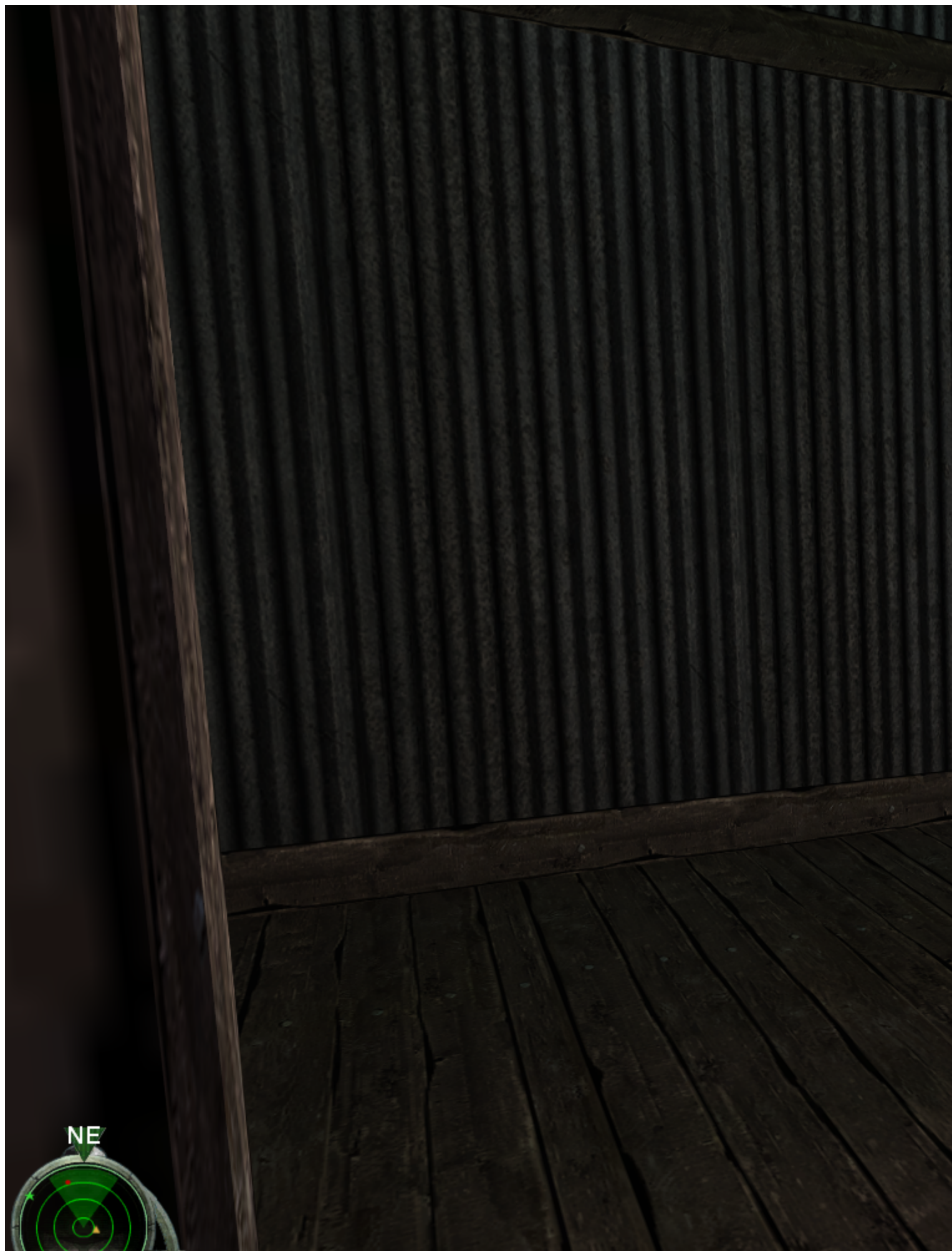
2) [Screenshot.16.png](#), downloaded 1361 times

## Mission Objective:

Locate Detention Center  
Rescue Prisoners



3) [Screenshot.17.png](#), downloaded 858 times



NE





- 4) [savegame01.sav](#), downloaded 167 times
  - 5) [savegame02.sav](#), downloaded 188 times
-