Subject: Just a annoying thingy to fix.
Posted by w0dka on Tue, 05 Aug 2008 15:45:03 GMT
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First of all, i play the german version of Renegade, so maybe its a localisation issue.

Everytime my Hand of Nod is under attack and get fully repaired their is, if you are inside the Hon, the EVA - warning
"Hand von Nod wurde zerstört" aka "Hand of Nod destroyed"

Its not a major bug but quite annoying. I tryed to reinstall the game but nothing seems to work.

Subject: Re: Just a annoying thingy to fix.
Posted by Goztow on Tue, 05 Aug 2008 18:16:49 GMT
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Does not happen in the English version.

Subject: Re: Just a annoying thingy to fix.
Posted by Chuck Norris on Tue, 05 Aug 2008 18:28:16 GMT
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w0dka wrote on Tue, 05 August 2008 11:45First of all, i play the german version of Renegade, so maybe its a localisation issue.

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Its not a major bug but quite annoying. I tryed to reinstall the game but nothing seems to work.
Doesn't it say "Hand of Nod repaired", not as an Eva alert, but as a sound effect within the building's area, if you use a certain Core Patch and/or scripts version? Is this a default Renegade installation? We have other Germans here, so I wonder if they experience this.

Subject: Re: Just a annoying thingy to fix.
Posted by w0dka on Tue, 05 Aug 2008 19:42:23 GMT
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My renegade is a german The first Decade Renegade with Corepatch2
+Renguard+stand.Renegadepatch

Subject: Re: Just a annoying thingy to fix.
Posted by JoeBro on Tue, 05 Aug 2008 20:15:36 GMT

I've noticed that bug happen to me. Maybe it's the patch or version of Renegade you have.   After I dowloaded the most recent patch though, it stopped the bug.