Subject: Re: Resurrection .0043 beta is out!
Posted by Yrr on Mon, 18 Jun 2007 18:08:29 GMT

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nopol10 wrote on Mon, 18 June 2007 05:39Does it still limit the bandwidth to 56000kbps or something like that? I can't host a non-dedicated game with more than 2 players if the bandwidth is limited...

Also, there is a tiny glitch with the HUD command. When you turn it off and then on again, the scoreboard won't show and you will have to tab a few times to bring it back.

Did you set player limit to 1? If not and you are the only one on the server, the game is in 'interruption' state which disables all Enemy_Seen calls.