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Subject: Re: Renegade Resurrection 1.0.3

Posted by [DutchNeon](#) on Sun, 01 Jun 2008 00:20:12 GMT

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Are the bugs that were in 1.0 Fixed too? The beta was fine for me, but when i switched to the first official, non-beta version, it would screw my game and loads of bugs:

Flamethrower/chemsprayer weps could fire while reloading (pure visual thing, the flames couldn't damage other ppl).

Team counter was glitched, if someone left, it wouldn't count down, so after a while, a 50 ppl server like n00bstories, would show teams like: 49 vs 51 (means around 15+ ppl a team joined after the normal 25 was reached and then joining).

Some FPS drops, can't post any crashdumps as i un-installed Renegade, but there is still a topic about something that might have a RR cause, or pure something with my pc, in the 'Renegade Client' section.

None the less, Great job! I really like all the cool features in RR

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