
Subject: Re: Renegade Resurrection 1.0.3
Posted by [Yrr](#) on Sun, 01 Jun 2008 09:01:56 GMT
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DutchNeon wrote on Sun, 01 June 2008 02:20Are 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:

The only non-beta version are alpha, which is lower than beta.

DutchNeon wrote on Sun, 01 June 2008 02:20Flamethrower/chemsprayer weps could fire while reloading (pure visual thing, the flames couldn't damage other ppl).

No-one yet noticed that bug - thanks for reporting

Will look for what's causing that.

DutchNeon wrote on Sun, 01 June 2008 02:20Team 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). That will be fixed in the next version.

DutchNeon wrote on Sun, 01 June 2008 02:20Some 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.

Latest versions should not have FPS drops anymore. The only FPS drops in earlier versions were caused by a bug in Custom Scripts.

DutchNeon wrote on Sun, 01 June 2008 02:20None the less, Great job! I really like all the cool features in RR

Thanks

SSnipe wrote on Sun, 01 June 2008 03:55lookin great but i got some suggestions if you dont mind

Just post them.
