
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 11:45 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. 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.
