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Subject: Re: PKG Mods

Posted by [Veyrdite](#) on Wed, 01 Oct 2008 06:04:46 GMT

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StealthEye wrote on Tue, 30 September 2008 22:53It's Renegade's anti cheat. It's named that because it resets your score/points to 0 when you tamper with some things. People thought it was a bug, hence they called it "0 bug". It is the not really effective anti cheat code that intentionally causes that though.

It could be possible that when the engine tries to multiply a number by an unknown value (shot damage \* body part multiplier \* armor type multiplier) the engine outputs nil. It's pointless creating an anti-cheat that sets the player-score to zero when they damage the enemy incorrectly(because of the old armor.ini file getting loaded) when Westwood could have simply added a text-line to the server log or displayed an in-game message.

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