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Subject: zero bug

Posted by [RockyR](#) on Tue, 15 Mar 2005 15:58:29 GMT

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i know the 0 bug!

usually it comes after you playing a simple mod (.pkg file)... only thing you can do is restart renegade...

but why these mods causes the 0 bug! is there no solution?

is this an error from the pkg. files? what is the error exactly?

probably this error can't be fixed, but i hope not so...

it would be great if the cp2 fixes the 0 bug causes by playing a simple mod (.pkg file)...

maybe a solution is, to put all maps from the .pkg file in the normal map form (.mix file)??? let me know!

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