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Subject: Re: 0 bug

Posted by [Cat998](#) on Fri, 04 May 2007 09:42:35 GMT

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The 0 bug is caused by the builtin anticheat protection of renegade. However, it seems that it just causes more problems than it helps you actually

There are two ways how to get around this.

You either get an game.exe with a renamed objects.ddb string in it, or you get the FDS + ssaow, which changes this string to objects.aow at runtime

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