
Subject: Re: Renegade Resurrection 1.0.3
Posted by [Yrr](#) on Mon, 02 Jun 2008 11:55:35 GMT
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TCUSniper wrote on Mon, 02 June 2008 11:41How come my Renegade Client keeps on crashing when I join the Jelly marathon server while using Ressurrection?

I guess that this is the bug in Custom Scripts I noticed few weeks ago, which sends invalid network packets. Since RR interprets some of the data Custom Scripts sends (such as colored messages and custom sounds), RR crashes when it gets such a damaged packet. I added a work-around for that which will be included in the next public release.
