
Subject: Re: Work is being resumed on scripts for Renegade
Posted by [dblaney1](#) on Sat, 02 Aug 2014 20:05:04 GMT

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jonwil wrote on Fri, 01 August 2014 18:00 Bug has been noted and will be investigated.

In order to help with the debugging, I would need to see the contents of the 3 packages in question so I can load them on my own test FDS and debug exactly where it loads the different files (including the ddb file) from.

Ok, I will get the files together and contact you soon. Thanks.

Also on certain maps like C&C_Seige in the tunnels the aiming gets all screwy. It jumps around like crazy. It effects a decent amount of maps at some point or another.
