
Subject: The Zero Bug

Posted by [jonwil](#) on Thu, 02 Dec 2004 04:15:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am going to dive deep into the renegade code to try and fix this nasty issue in renegade.

But, before I can do that, I need every piece of information possible on this bug.

Exactly what causes it?

Exactly what symptoms do you get?

Anything else that can be said about this bug.

Subject: The Zero Bug

Posted by [Oblivion165](#) on Thu, 02 Dec 2004 04:20:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

you get it if you cheat. (objects.ddb in data folder)

Subject: The Zero Bug

Posted by [cheesesoda](#) on Thu, 02 Dec 2004 04:29:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not always. I got it and I didn't have any cheats in it, but it usually is a sign of a cheat. What happens is that whenever you shoot, your credits go down to zero and you don't do any damage to the enemy.

Subject: The Zero Bug

Posted by [M1Garand8](#) on Thu, 02 Dec 2004 04:30:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

And net lag. I got 0 bugs while I was playing with a net friend last year, he was on 56k internet and he hosted.

Subject: The Zero Bug

Posted by [Aircraftkiller](#) on Thu, 02 Dec 2004 05:11:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's not whenever you shoot. It has to be on something that can have damage registered upon it. You can shoot terrain and have no consequence, but if you shoot a DSAPO object or a player\vehicle\structure, your credits will reset.

Subject: The Zero Bug

Posted by [cheesesoda](#) on Thu, 02 Dec 2004 05:16:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

See, I was going to say that, but I don't know why the Hell I didn't. Oh well, you caught my mistake.

Subject: The Zero Bug

Posted by [Jaspah](#) on Thu, 02 Dec 2004 05:34:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

They come from .pkg packages too I beleive.

Subject: The Zero Bug

Posted by [Oblivion165](#) on Thu, 02 Dec 2004 05:35:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

j_ball430Not always. I got it and I didn't have any cheats in it, but it usually is a sign of a cheat. What happens is that whenever you shoot, your credits go down to zero and you don't do any damage to the enemy.

i just ment thats one way.

Subject: The Zero Bug

Posted by [cheesesoda](#) on Thu, 02 Dec 2004 05:41:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

And I just stated that it's not always the reason.

Subject: The Zero Bug

Posted by [icedog90](#) on Thu, 02 Dec 2004 08:51:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

j4S[p]They come from .pkg packages too I beleive.

He's right. If you're the host, you will never get the zero bug. You risk getting it mostly from playing in servers that host .PKG levels.
