
Subject: 0 bug...

Posted by [Cabal X39](#) on Fri, 29 Aug 2008 00:08:57 GMT

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I dont think that someone posted this but, arent people tired of the "0 bug" (is that what its called?) Well, when i finish playing a pkg mod (ex: roleplay2) i need to restart my renegade so i can goto AOW servers.

I hate when that happens. Is there a way TT could fix it so when you quit playing .pkg maps, renegade refreshes it self and then i can join AOW servers and have no 0bug..

I already got banned from a server, reason "0 bug = CHEATER"

Subject: Re: 0 bug...

Posted by [Crimson](#) on Fri, 29 Aug 2008 00:49:02 GMT

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Sir_Kane already fixed the 0 bug long before TT was formed, so I'm sure it will be included in the patch.

Subject: Re: 0 bug...

Posted by [Cabal X39](#) on Fri, 29 Aug 2008 01:16:47 GMT

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I'm really happy to hear that.

Subject: Re: 0 bug...

Posted by [mrÅ£ÅŠÅ-z](#) on Fri, 29 Aug 2008 10:18:03 GMT

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Sir_Kane is sexy

Subject: Re: 0 bug...

Posted by [Yrr](#) on Mon, 01 Sep 2008 22:11:02 GMT

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RR fixed that long time ago too...
