

---

Subject: Fix dead-buying bug  
Posted by [Rocky](#) on Mon, 24 Nov 2008 00:14:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i searched a while and since i couldnt find a similar topic ill just post it.

you all know... your going to a PT and you buy something expensive (like havoc/sakura). unfortunately there was a sniper near PT and he killed you. you buy something just to see that you are already dead. then you've lost the credits and the enemy gets your weapon.

i think its a bug that when you are dead you can buy things. i mean: ok if someone is stupid to buy something when enemy is near, ok. but sometimes you just want buy something but get killed while you are in the PT-menu.

will there be a chance to see this fixed in TT?

---

---

Subject: Re: Fix dead-buying bug  
Posted by [nope.avi](#) on Mon, 24 Nov 2008 02:00:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Also you can buy characters after the barracks is dead if you are on the character screen before the barracks is dead.

---

---

Subject: Re: Fix dead-buying bug  
Posted by [Goztow](#) on Mon, 24 Nov 2008 07:46:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Doesn't BIATCH' PT cheat fix already do this?

---

---

Subject: Re: Fix dead-buying bug  
Posted by [C C\\_guy](#) on Mon, 24 Nov 2008 10:37:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Mon, 24 November 2008 01:46Doesn't BIATCH' PT cheat fix already do this?

I Can answer that easily.....NO.

I wish it did but definitely not.

---

---

Subject: Re: Fix dead-buying bug

---

Posted by [Carrierll](#) on Mon, 24 Nov 2008 14:06:56 GMT

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

---

Baker wrote on Mon, 24 November 2008 02:00Also you can buy characters after the barracks is dead if you are on the character screen before the barracks is dead.

I think this also works for vehicles... (not tested)

---

---

Subject: Re: Fix dead-buying bug

Posted by [Goztow](#) on Mon, 24 Nov 2008 14:22:25 GMT

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

---

Well, you'll buy them and loose your money but not get the vehicle, IIRC.

---

---

Subject: Re: Fix dead-buying bug

Posted by [nope.avi](#) on Mon, 24 Nov 2008 17:06:59 GMT

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

---

Goztow wrote on Mon, 24 November 2008 09:22Well, you'll buy them and loose your money but not get the vehicle, IIRC.

yep it says "The Warfactory is unavailable" or something...

---

---

Subject: Re: Fix dead-buying bug

Posted by [Rocky](#) on Mon, 24 Nov 2008 23:32:32 GMT

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

---

Baker wrote on Sun, 23 November 2008 20:00Also you can buy characters after the barracks is dead if you are on the character screen before the barracks is dead.

not exactly, but this is also a good point which should be fixed.

what i was trying to explain was, that you can buy chars when YOU are already dead (not the barracks). it makes no sense that someone can buy/change char when he's already dead.

---

---

Subject: Re: Fix dead-buying bug

Posted by [nopol10](#) on Tue, 25 Nov 2008 08:40:37 GMT

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

---

Yeah, there should be something that boots you out of the PT menu the moment your health goes to 0.

---

---

Subject: Re: Fix dead-buying bug  
Posted by [Jerad2142](#) on Wed, 26 Nov 2008 19:36:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If your really good with timing server lag you can buy just in time after you die so that you spawn with as the person you bought... but yeah thats definitely a glitch.

---

---

Subject: Re: Fix dead-buying bug  
Posted by [Rocky](#) on Wed, 26 Nov 2008 19:56:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

really? i never noticed this...

well a good bugfix (as already said before) could be to kick you out of the PT when you or the barracks dies.

i think this would fix al problems said before... well expect for the last one, but i think ist really hard to time on servers with pings <100

---

---

Subject: Re: Fix dead-buying bug  
Posted by [Hitman](#) on Thu, 27 Nov 2008 16:44:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Baker wrote on Mon, 24 November 2008 11:06Goztow wrote on Mon, 24 November 2008 09:22Well, you'll buy them and loose your money but not get the vehicle, IIRC.  
yep it says "The Warfactory is unavailable" or something...

with nod it still drops with the plane, gdi doesnt get shit

---

---

Subject: Re: Fix dead-buying bug  
Posted by [Spyder](#) on Mon, 01 Dec 2008 20:20:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I agree with this suggestion, it seems to happen alot and it is very annoying, especially when the refinery is down. Losing credits isn't particularly funny.

---

---

Subject: Re: Fix dead-buying bug

---

Posted by [Jerad2142](#) on Tue, 02 Dec 2008 18:59:55 GMT

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

---

Rocky wrote on Wed, 26 November 2008 12:56really? i never noticed this...

well a good bugfix (as already said before) could be to kick you out of the PT when you or the barracks dies.

i think this would fix al problems said before... well expect for the last one, but i think ist really hard to time on servers with pings <100

Its not as hard to do as you may thing, I used to just listen for your character to grunt, then like 1 or two seconds later I would double click on the guy I wanted then then spawn as him.

But still this is pretty much a must fix as far as I can see, it is so flipping annoying to have a "feature" that allows you to change your dead character for money...

Also, does anyone ever have a ping below 100, because I have never seen my ping below 100 while playing on-line Renegade. I would just say it was probably my location but Renegade is the only game that I have never seen a ping lower then 100 on (100 being the best 200 probably about average some times...)

---

---

Subject: Re: Fix dead-buying bug

Posted by [EvilWhiteDragon](#) on Tue, 02 Dec 2008 21:44:47 GMT

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

---

I have a ping of 50-60 on the Blackintel server, but the windows ping command returns 10-12ms so Renegade ping and netcode are pretty crappy.

---