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Subject: Re: Renegade Resurrection goes beta!

Posted by [EvilWhiteDragon](#) on Tue, 12 Jun 2007 22:22:29 GMT

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Yrr wrote on Tue, 12 June 2007 22:08Do you have an outdated scripts version?

Do you have an outdated Resurrection version?

Du you have the turret lag fix from BlackIntel?

Older scripts versions have the turret lag fix which cause the bug.

All scripts.dll versions since 2.9.2 have the turret lag fix, and the Walllag fix too btw. Obviously you're making some mistake somewhere/double patched it.

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