
Subject: How to fix the 0 bug with packages
Posted by [Jerad2142](#) on Fri, 10 Aug 2007 03:43:19 GMT

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

Okay, earlier today I was informed about something called the 0 bug, this is a bug that you play a mod and after you play it so long you become unable to damage any thing, about 1 year ago I found out what causes this, it is a mis match with the armor.ini files. Level editor gets armor.ini file from the always.dbs file, although this would work normally, level editor was made prior to Renegades patch, this patch creates a file called always2.dbs. In this file there is a newer version of armor.ini which contain several different damage warheads and armor types. When you export your mod package with this out of date armor.ini file contained in it you give it the zero bug. If the client shoots an object with the flame thrower it will be unable to find the warhead that is being called for in the armor file, after it is unable to do this, it disables your ability to damage anything. But if the host were to shoot something with the flame thrower, it will crash the game out to desktop, because Renegade will be unable to find the warhead, which it takes slightly more seriously on the hosts side. I suppose your credits go to zero because the game thinks you are cheating or something like that, if I recall correctly it will zero out your credits every time something is shot with a weapon that the warhead can not be found in level editor.

Luckily this is a problem with a very easy to fix solution, take any mix extracting tool, and extract all the .ini files in always2.dbs then place these .ini files in your level editor folder (you can also delete all the .ini files before exporting your mod but this prevents you from making any new warhead types).

So basically make sure that all your weapons warheads are actually listed and set up in the armor .ini and you will never see the 0 bug.

Note: Dazzle.ini was also changed so you should also place this in the "*mod package name*\ALWAYS\INI" folder along with the armor.ini

Oh fine I will make it even easier, the two files are now listed below:

File Attachments

- 1) [armor.ini](#), downloaded 202 times
 - 2) [dazzle.ini](#), downloaded 211 times
-