
Subject: Re: Renegade Resurrection 1.1 is out!
Posted by [Yrr](#) on Thu, 12 Jun 2008 20:33:30 GMT
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HeavyX101 wrote on Thu, 12 June 2008 22:23Yrr wrote on Thu, 12 June 2008 16:02HeavyX101 wrote on Thu, 12 June 2008 22:00Yrr wrote on Thu, 12 June 2008 15:55HeavyX101 wrote on Thu, 12 June 2008 21:46I was the first one to download. Ive downloaded it before it was said. I downloaded it like 3 hours ago
There are 1 bug in it.
When i try to host a game with RR, my renegade crashes when the server loads to about 70%

Loads fine for me. Do you use any mods?

RoShamBo wrote on Thu, 12 June 2008 21:49nice one

I think I have a problem though, it doesn't seem to display my server in the listing. It lists all servers listed in GameSpy. If you server is not listed, then it either does not promote to GameSpy or it sends an invalid GameSpy query response, what some servers actually do (the ones listed as 'unscanned')
Well, it works fine when i host a game with the regular renegade.
And i dont use anymods.

So you load a default Renegade map, don't have RenGuard and don't have Custom Scripts?
Not a bug anymore. I reinstalled my scripts and i could not host with RR. Thanks!

So it works now?

edit Okay, I can confirm that hosting a non-dedicated game crashes with Custom Scripts.
