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Subject: Re: Vehicle Question

Posted by [Gen\\_Blacky](#) on Thu, 12 Feb 2009 22:27:21 GMT

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Saberhawk wrote on Thu, 12 February 2009 06:52Jerad Gray wrote on Thu, 12 February 2009 01:49Gen\_Blacky wrote on Wed, 11 February 2009 17:39I fixed most of the suspension problems with just renx

I get the zero bug with v\_gdi\_orca\_m.w3d when playing in a server  
Is there a way around it i didn't edit the objects .

Renegade anticheat system is preventing me from changing the vehicle model when renegade starts. (Version Mismatched)so i have to put it in when client is loaded

Usually only modified .ini files cause the 0 bug.

Certain modified meshes also cause the "0 bug" punishment system to kick in.

is it md5 hashed or does it do it by the mesh names ?

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