Subject: Re: Vehicle Question
Posted by saberhawk on Fri, 13 Feb 2009 04:26:13 GMT
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Gen_Blacky wrote on Thu, 12 February 2009 17:27Saberhawk 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 ?

I can't discuss how the system works.