
Subject: Re: Renegade X - 0.40 Launch!

Posted by [YazooGang](#) on Sat, 14 Nov 2009 21:27:55 GMT

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Quote:ScriptWarning: Renegade_Controller

Renegade-Islands.TheWorld:PersistentLevel.Renegade_Controller_0 (Function

RenXGame.Renegade_Controller:RetryRPRI:0043) Acc

ed None 'Game'

ScriptLog: ninja955 CustomChar - Load Arms:

Log: Begin Async loading packages for Family ":

Log: - CH_IronGuard_Arms

Log: Flushing async loaders.

Log: Family Asset Package Loaded: CH_IronGuard_Arms_SF

Log: CONSTRUCTIONING: LoadFamilyAsset () Took: 1.01 secs

ScriptLog: Finished creating custom characters in 0.2592 seconds

ScriptWarning: RenX_MedTank Renegade-Islands.TheWorld:PersistentLevel.RenX_MedTank_0

(Function RenXGame.RenX_Vehicle_Treaded:TeamChanged:0036) Accessed None

'Vehicles'

Log: FSTUNClient test timeout, NAT is strict.

Error: Unknown remote talker specified to UnmuteRemoteTalker()

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Log: Missing cached shader map for material M_CH_Crusader_MainBase

Log: Missing cached shader map for material M_CH_Cx_Savior_MainBase

Log: Missing cached shader map for material M_CH_Skeleton_Gibs01

Log: Missing cached shader map for material M_CH_Skeleton_MainBase

Log: Missing cached shader map for material M_CH_Skeleton_GibsHead01

Log: Missing cached shader map for material M_CH_Zombie_MainBase

I get that on the log when the game freezes.
