
Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [StealthEye](#) on Tue, 30 Aug 2011 02:53:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, sorry about that. It was the fix to the previous (much less frequent crashes) malfunctioning. We removed something and replaced it with a fixed version, but apparently the fixed version was not properly applied on the server, causing even more crashes (because the original was removed), rather than fixing them. We should have realized that way earlier than we did. It seems like we have fixed those server crashes completely now though.
