Subject: Re: RA_Fjord
Posted by jonwil on Mon, 12 Sep 2011 06:53:02 GMT

Aircraftkiller wrote on Mon, 12 September 2011 14:08
MGSILO_AG_1 and MNSILO_AG_1 were changed to MNSIL_AG_1 and MGSIL_AG_1 to fix the W3D file "collisions" when the 4.0 database runs on a server. Otherwise, you're booted out by the anti-cheat program if another level shares the filenames. It's an odd bug but needs to be fixed and has been.

This bug has been there since stock renegade in that if 2 maps have w3d files with the same filename (and the same render object name) but different contents things will break.