
Subject: Re: No Gameplay Pending Patch Gameover screen issue

Posted by [C C_guy](#) on Thu, 10 Nov 2011 21:56:32 GMT

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you said : Back in 3.4.4 Renegade, if you applied the No Gameplay pending patch to your FDS, and the map ended while no one was in it, the next time a player joined they'd be forced to see the game over screen and then would have to quit and rejoin in order play (this only happens to the first player that joined, and worked fine after that point).

Funny because i never had this issue at all with 3.4.4 on my server. thats an odd situation you've had there lol.
