Hi fellow gifs and jpegs.
I've been going through the Renegade missions again during the past couple weeks on a harder difficulty level for the sake of it. I've already come across AI oddities I never had before in the 'regular' version of Renegade along with other trigger issues. One of them was that I never came across Deadeye two maps prior to that one until I actually met up with him at the cathedral, another was Sakura's inability to actually aim at me during the island assault, or the gunboat doing meatspins in the water rather than attacking as it should. However, now I've come across a mission crippling event: Hotwire can't get in the evacuation chopper as she should. Her character bumps on the ramp and just gets ejected. Doesn't seem like a big deal until you figure out that there are ingame scripts that prevent you from wandering off too far without triggering her death. What does that mean for me? It means I can't get to the town center otherwise she dies and my mission has failed in spite of the primary objective for her evac being completed (destroyed SAMs beyond the achievement of the primary objective doesn't matter, but her death does, odd choice).

If you could look into that or provide me with some save files, I'd appreciate that.

I know, the game is 11 years old.