
Subject: Re: Some Bugs

Posted by [EvilWhiteDragon](#) on Sun, 17 Nov 2013 11:43:21 GMT

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#1: setting a model to nothing.... ghee, what could possibly go wrong?

For #2: isn't there a SSGM setting that disables building damage already? I know there used to be, but I'm not 100% sure it's included in TT.

#3: I'm guessing that the patch server doesn't exist anymore, or that it tries to update and fails. Pretty much none used the renegadeserver.exe, so I don't think it's a serious issue.
