Subject: Re: Now collecting scripts 4.1 bugs

Posted by Jerad2142 on Fri, 18 Jul 2014 20:19:19 GMT

View Forum Message <> Reply to Message

As a side note, we might want to make Renegade reload the default strings.tbl at the end of a game. I have noticed that things like team name changes and menu changes carry over from one map to the next.