

---

Subject: Re: Work is being resumed on scripts for Renegade

Posted by [jonwil](#) on Tue, 12 Aug 2014 00:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I just tested with the latest WIP code and I am unable to reproduce the issue dblaney1 is having with seasidecanyon.

Calling it "fixed" until I get evidence otherwise.

---