Subject: Re: New scripts 4.2 test build is now available
Posted by dblaney1 on Fri, 16 Jan 2015 21:11:31 GMT
View Forum Message <> Reply to Message

Yeah. I still would love the oppurtinit to investigate it and get a better understand of the renegade engine as well. It seems to happen more often specifically with sounds sent over the network with commands->create_sound(). I set the presets (client and serverside)for the obelisk firing and the obelisk charge to the same values and the charging definitely seemed to glitch substantially more often.