
Subject: Two bugs

Posted by [spoonyrat](#) on Wed, 18 Aug 2004 21:12:40 GMT

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I'm unaware if you're working on these, or if they are unfixable, but just to recap.

Firstly bluescreening/FPS bug when you get in a tank. This is probably the worst bug Renegade has.

Secondly, if you're the host, you get a "Connection broken to *such-and-such-player*" if someone disconnects. Is there a way to have all clients see this message? (I know some servers have it, but I meant something client-side so it would work in non-dedis)

Subject: Two bugs

Posted by [flyingfox](#) on Wed, 18 Aug 2004 21:23:46 GMT

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I suppose the players would need to be linked together in the same way players link to a dedicated.

Subject: Two bugs

Posted by [WNxCABAL](#) on Wed, 18 Aug 2004 21:38:03 GMT

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I don't think the 2nd one is a bug, EA/WW probably thought it was best for the Server to see this and not the client.

Subject: Two bugs

Posted by [spoonyrat](#) on Thu, 19 Aug 2004 18:36:21 GMT

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Bump, any info on the bluescreening? Is it fixable?

Subject: Two bugs

Posted by [flyingfox](#) on Thu, 19 Aug 2004 18:52:20 GMT

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I doubt that andy, because the host of an undedicated can see it. it's probably another thing that should've been in but didn't for whatever reason

Subject: Two bugs

Posted by [WNxCABAL](#) on Thu, 19 Aug 2004 19:27:36 GMT

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Subject: Two bugs

Posted by [spoonyrat](#) on Fri, 20 Aug 2004 08:29:55 GMT

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spoonyratBump, any info on the bluescreening? Is it fixable?

Subject: Two bugs

Posted by [exnyte](#) on Fri, 20 Aug 2004 13:02:20 GMT

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I'm pretty sure this came up when they were first asking for bugs (blue screen). If I remember correctly, the answer was: Not without the source code.
