Subject: The Zero Bug
Posted by jonwil on Thu, 02 Dec 2004 04:15:16 GMT
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I am going to dive deep into the renegade code to try and fix this nasty issue in renegade.
But, before I can do that, I need every piece of information possible on this bug.
Exactly what causes it?
Exactly what symptoms do you get?
Anything else that can be said abiut this bug.

Subject: The Zero Bug
Posted by Nightma12 on Thu, 02 Dec 2004 16:56:53 GMT
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whenver you do anything that will increase or decrease your score, your score & creds reset to zero, for example

shooting a tank, it would do no damage, and your score & creds reset to 0

it is sometimes caused by objects.ddb in your data dir

ive had it a few times on pkgs as well

Subject: The Zero Bug
Posted by laeubi on Thu, 02 Dec 2004 17:54:19 GMT
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Some 0Bug facts:
- Play Renegade, join a server with a PKG mod, then after 1 or 2 maps, join another 'normal' server.
- This works vice versa
- only 'workaround' Restrt regade BEFORE and AFTER playing a MOD
- (object.dbb ARE mods for Rengade)
- The searchfunction should bring up several topics on that from the early Renegade times.
- its's intention was to prevent Cheating, so if you try a objects mod it SHOULD prevent you from making any damage etc.
- It apears on pkg because the time you leave the server, your strings.tdb and objects are still in juse (partially)
- Westwood never fixed that 'bug'
- If you have the Zero bug, you must restart Rengade + PC, and NOT join the same server, as long as the next map in the cicyle is played.

As mentioned before, thsi are the symptoms:
- everytime you shoot something (that is damagable), credits go 0
- your ponts get 0

- you do 0 damage
- anyidea why it is called 0bug?

Other things that can be said about:
- Its not a problem with GSA/ASE, because you restart everytime before switching the server.

Subject: The Zero Bug
Posted by Everyone on Tue, 07 Dec 2004 01:53:22 GMT
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I get the zero bug when the server resets and I rejoin the server again. Sometimes, it get fixed if the server restarts again and I join however if someone else have the zero bug and left before it resets and rejoin, then I get the zero bug again.