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Subject: Presets

Posted by [Obelisk](#) on Wed, 25 May 2005 01:24:17 GMT

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Hey, Somone mentioned awhile ago that the zero bug was'nt exactly caused by changing the presets it was somthing you did with it. because for some reason i changed he presets and didi'nt get the bug. does anyone know what it is.

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Subject: Presets

Posted by [Blazea58](#) on Wed, 25 May 2005 06:19:51 GMT

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i always thought that 0 bug was something westwood did on purpose to dim down the chances of people trying to cheat by using the object.ddb from the level edit folder etc.

It could be certain presets though but im not sure.

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Subject: Presets

Posted by [Cat998](#) on Wed, 25 May 2005 14:50:07 GMT

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It's a kind of "Buffer Overflow" in Renegade. If you change too much or change the wrong things in the renegade presets library, then you get this.

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Subject: Presets

Posted by [laeubi](#) on Wed, 25 May 2005 22:39:40 GMT

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The Zerobug is caused when you pay a PKG mod and then join a "normal" server on WOL-Mode, or vice versa.

Its can be prevented by simply restart Rengade after and before playing a PKG Mod. THats why it never appears on GSA, because you have ot restart Renegade everytime you Join another server.

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