
Subject: A LIDDL - BIG correction :)
Posted by [Akai](#) on Fri, 27 May 2005 13:26:46 GMT
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If u play Renegade and have (to example) in a game the Place 11.
U cant see the first Nummer, (so u see u r Place 1.)
because the Message bar covered it.

(so u cant see ur correct place -.-)

Can u !PLEASE! Make the Message bar, a LIDDL bit shorter
(left zo righth length, 1/2 centimeter will be enough!
and u will can read the messages without problems...)

That all can Show their Place, without problems!

Its really NO big thing, but it will a very good fix for the next CorePatch.

i Love Cp

mfg and cya Akai
- ZombieFX -

Subject: A LIDDL - BIG correction :)
Posted by [Kanezor](#) on Fri, 27 May 2005 14:35:57 GMT
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Sounds like you're running the game at an AWFUL resolution to have your message area overlap your score area.

Subject: A LIDDL - BIG correction :)
Posted by [Drkpwn3r](#) on Fri, 27 May 2005 14:45:27 GMT
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I have run my game at 640x480 in the past to see what my highest possible FPS was, the score and message areas never overlapped.

I'm scared to know what his resolution is

Subject: :)
Posted by [Akai](#) on Fri, 27 May 2005 22:50:29 GMT
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1. i comes from Germany, sorry for my english, if u got some problems to read it^^ i try my best.....

Its not only at my Pc.
All my friens (1024 * 786 / 1280 * 1024 and more they v got)
Overlaps!

If u want, i make some screenshoots to show u ^^
It must only maked ONE HALF CENTIMETER (or 3 milimeter will be enough too)
maked shorter.

The messages so or so to short, to fill this message bar up,
thats the joke at this "problem".

cya Akai

Subject: A LIDDL - BIG correction :)
Posted by [Jaspah](#) on Sat, 28 May 2005 00:11:33 GMT
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Are you running C&C Renegade in German? Sometimes developers don't add support for foreign languages and they may overlap in some areas.

Subject: A LIDDL - BIG correction :)
Posted by [flyingfox](#) on Sat, 28 May 2005 00:38:12 GMT
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The problem is that at the END of the message box, the little white graphic overlaps the game position of the client slightly. it's only a problem when you're placed eleventh, as you can tell what your place is otherwise. This can make you think you are first because one of the 1 characters gets hidden behind the white.

Quote:Sounds like you're running the game at an AWFUL resolution . . .

Actually, to my knowledge this happens at any resolution up to 1024 * 768.
My only solution is to hit tab to quickly see your actual position on the drop down score list.

Subject: ^^
Posted by [Akai](#) on Sat, 28 May 2005 08:52:36 GMT
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< selution of 1024...

I often drop fast my list open and down to see my rank
and this goes on my nerves.

If i got one day my exame, i will repare Renegade on my own -.-
*and make million of dollers for the "message bar bugfix" XD hehe

mfg Akai

(mfg, german = cya

Subject: A LIDDL - BIG correction :)
Posted by [matty3k10](#) on Sat, 28 May 2005 16:04:22 GMT
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It overlaps in 800 by 600... and it just covers the first numer in your current place in game.

Subject: A LIDDL - BIG correction :)
Posted by [Jzinsky](#) on Mon, 30 May 2005 12:48:50 GMT
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Have you got everyone's credits and kills on that list too? I have just the names and the scores, never noticed that problem..
