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Subject: 0 bug

Posted by [BlueThen](#) on Fri, 04 May 2007 00:11:24 GMT

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When I host a game with a mod (not using fds, just client), people always get 0 bug. How do I fix this?

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Subject: Re: 0 bug

Posted by [Cat998](#) on Fri, 04 May 2007 00:49:17 GMT

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Does that mod contain an object.ddb file ?

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Subject: Re: 0 bug

Posted by [BlueThen](#) on Fri, 04 May 2007 00:58:53 GMT

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Yes. It is a object.ddb. Not a .pkg though.

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Subject: Re: 0 bug

Posted by [Cat998](#) on Fri, 04 May 2007 09:42:35 GMT

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The 0 bug is caused by the builtin anticheat protection of renegade. However, it seems that it just causes more problems then

it helps you actually

There are two ways how to get around this.

You either get an game.exe with a renamed objects.ddb string in it,

or you get the FDS + ssaow, which changes this string to objects.aow at runtime

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Subject: Re: 0 bug

Posted by [Viking](#) on Wed, 09 May 2007 17:13:13 GMT

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You could use l33t hax?

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