
Subject: Renegade resurrection
Posted by [redofhills](#) on Wed, 22 Aug 2007 23:21:34 GMT
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Is there any way to fix it so it doesn't say "Game was interrupted because there are no enemies"?

Subject: Re: Renegade resurrection
Posted by [redofhills](#) on Wed, 22 Aug 2007 23:40:14 GMT
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i probably got this topic in the wrong forum

Subject: Re: Renegade resurrection
Posted by [pe21789](#) on Thu, 23 Aug 2007 00:01:30 GMT
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Show in the Resurrection File and search the file server-Example.cfg rename it to server.cfg

Open the File, and you see a lot of "Options"
set emptyTeamBehaviour to ignore and the message should't come anymore.

Subject: Re: Renegade resurrection
Posted by [redofhills](#) on Thu, 23 Aug 2007 00:23:00 GMT
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i don't have a program that can open CFG files.....

Subject: Re: Renegade resurrection
Posted by [redofhills](#) on Thu, 23 Aug 2007 00:25:11 GMT
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wait i got it, btw thx a bunch! u were a great help.

Subject: Re: Renegade resurrection

Posted by [Yrr](#) on Fri, 24 Aug 2007 14:51:21 GMT

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Hi redofhills!

For the next time: You can post questions about Renegade Resurrection in the public forums. For more information about game interruption, see www.icefinch.net/en/about/features. But I think that interruption will be changed once more in future.
