
Subject: Renegade's Inventory Weapon Limit
Posted by [Jerad2142](#) on Tue, 27 Oct 2009 21:43:30 GMT
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Well it seems Renegade has a fairly low inventory limit on weapons, a mere 52, at 53 and anything more clients get disconnected (game has a random crash tendency as well but it doesn't happen much, d/c is constant).

Actually its not a limit, the game lets you get more, but its once you enter script zones that it will start to crash and so forth, I'd like to think that it was just a limitation of 3.4.4, but something makes me doubt that.

Subject: Re: Renegade's Inventory Weapon Limit
Posted by [Omar007](#) on Tue, 27 Oct 2009 23:05:25 GMT
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Uhm having 52 weapons in your inventory is pretty much though
I dont see that as a low inventory 'limit'

Subject: Re: Renegade's Inventory Weapon Limit
Posted by [Jerad2142](#) on Wed, 28 Oct 2009 00:02:26 GMT
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Omar007 wrote on Tue, 27 October 2009 17:05Uhm having 52 weapons in your inventory is pretty much though
I dont see that as a low inventory 'limit'
Granted, I'm not talking about standard ren.

Subject: Re: Renegade's Inventory Weapon Limit
Posted by [StealthEye](#) on Wed, 28 Oct 2009 10:09:17 GMT
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Most likely the network messages to become too long when you have too many weapons. That will be rather hard to fix though.

Subject: Re: Renegade's Inventory Weapon Limit
Posted by [Jerad2142](#) on Wed, 28 Oct 2009 18:28:19 GMT
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StealthEye wrote on Wed, 28 October 2009 04:09Most likely the network messages to become too long when you have too many weapons. That will be rather hard to fix though.
Yeah I had a feeling, but why would that only happen when you hit a script zone?
