
Subject: Singleplayer 4.0 script BUG
Posted by [Alex\[\]](#) on Tue, 13 Aug 2013 15:27:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello i have a annoying bug in singleplayer at mission 8.
After hotwire gets the sam sites and she need to climb in helicopter at half of rope gets a bit stuck and fell. After if that i continue i will loose mission because i don't know how she will get killed.

Please solve this problem i can't pass this mission due that.

Subject: Re: Singleplayer 4.0 script BUG
Posted by [StealthEye](#) on Tue, 13 Aug 2013 17:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you post a save game from just before that happens? Savegames are stored in My Documents\Renegade\Client\save

Subject: Re: Singleplayer 4.0 script BUG
Posted by [Alex\[\]](#) on Tue, 13 Aug 2013 20:33:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I started the mission again and same thing i tried about 10 times

File Attachments

1) [quicksaveB.sav](#), downloaded 266 times

Subject: Re: Singleplayer 4.0 script BUG
Posted by [YesNoMayb](#) on Thu, 15 Aug 2013 01:46:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

This same thing happened to me a couple weeks ago as I was trying to beat the single player for the first time. My internet went out for a couple days due to a storm and there was nothing to do. I never got around to finishing it because I was so hooked to the MP years ago.

Subject: Re: Singleplayer 4.0 script BUG
Posted by [Alex\[\]](#) on Fri, 16 Aug 2013 11:01:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

So this will be fixed?

Subject: Re: Singleplayer 4.0 script BUG
Posted by [StealthEye](#) on Fri, 16 Aug 2013 16:41:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Haven't had a chance to look at it yet, sorry.

Subject: Re: Singleplayer 4.0 script BUG
Posted by [Alex\[\]](#) on Sun, 18 Aug 2013 17:40:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok hope it will get fixed.

Subject: Re: Singleplayer 4.0 script BUG
Posted by [StealthEye](#) on Sun, 25 Aug 2013 01:47:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know the cause and will fix this. For now, you can work around it by playing the mission without saves until the point where hotwire is picked up (kill yourself, then "restart mission", and don't save or load until hotwire is safe).

Subject: Re: Singleplayer 4.0 script BUG
Posted by [jonwil](#) on Sun, 25 Aug 2013 13:36:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, I have just added a fix for this issue.
With that save game, I can load it and then all the people climb the rope into the helicopter and the "protect team mates" mission completes.
No I dont know when a build with the fix will be released

Subject: Re: Singleplayer 4.0 script BUG
Posted by [Alex\[\]](#) on Tue, 27 Aug 2013 21:39:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alex2011 wrote on Sun, 18 August 2013 10:40Ok hope it will get fixed.
This works but you lost all weapons and extra health armour data links ... etc from previous missions can i set them back ?:S

Subject: Re: Singleplayer 4.0 script BUG
Posted by [StealthEye](#) on Wed, 28 Aug 2013 18:15:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use this save game, it's a continuation from your save game just a few moments after the evac.

File Attachments

1) [savegame13.sav](#), downloaded 279 times

Subject: Re: Singleplayer 4.0 script BUG
Posted by [Alex\[\]](#) on Fri, 30 Aug 2013 02:09:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Wed, 28 August 2013 11:15 Use this save game, it's a continuation from your save game just a few moments after the evac.

Thank you
