Subject: MP Practice bug
Posted by YesNoMayb on Sun, 19 Jul 2015 22:10:10 GMT
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There is no "keep em' comin'" sound when buying anything.

I know it's minor, but if someone new plays this to get a feel for the game, and this sound doesn't play, they will miss a nifty little part of the game.

Subject: Re: MP Practice bug
Posted by ehhh on Mon, 20 Jul 2015 09:08:59 GMT
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YesNoMayb wrote on Sun, 19 July 2015 23:10but if someone new plays this to get a feel for the game, and this sound doesn't play, they will miss a nifty little part of the game.

lol

Subject: Re: MP Practice bug
Posted by YesNoMayb on Sat, 25 Jul 2015 19:02:07 GMT
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So jonwil, what's up with this bug and can you confirm if it'll be fixed for the next version? I know you have bigger fish to fry but it wouldn't hurt to tackle these little bugs to further perfect this already perfect game.

Subject: Re: MP Practice bug
Posted by dblaney1 on Sun, 26 Jul 2015 19:00:33 GMT
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I can confirm this bug occurs. Strangely enough though it works properly in lan mode.

Subject: Re: MP Practice bug
Posted by Jerad2142 on Sun, 26 Jul 2015 20:11:07 GMT
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Confirmed that it works in stock Renegade. Don't know if I'd call it odd that it does work in LAN mode but not in practice, if you haven't noticed, in practice the game actually pauses when you go into the purchase menu/escape menu, so there definitely is different code being run between Multiplayer Practice and single player LAN.