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Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Thu, 05 Nov 2009 10:02:08 GMT

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JohnDoe wrote on Wed, 04 November 2009 17:09EvilWhiteDragon wrote on Wed, 04 November 2009 09:34JohnDoe wrote on Wed, 04 November 2009 16:24I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.

Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

Hehe good guess on my behalf...to be honest, I have no idea how you did that. How does it work? Some type of server side code?

Partially, we got code to teleport, and code which teleports you up a little bit. When you collide with something when you teleport up, then you can get stuck. That way you can 'climb' trees or whatever . The teleport was useful to get more mammoths on there though.

We designed this to be able (as player) to get 'unstuck' when you or your vehicle got in an rene glitch

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