
Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:45:00 GMT

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Anyone who does, I would appreciate you e-mailing me. I could also use someone who can get at least a 16-20 player server running so we can test for invisibility issues and other things of that nature. aircraftkiller@cncrenegade.info [September 27, 2002, 11:46: Message edited by: aircraftkiller2001]

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:49:00 GMT

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Count me out. But it's kind of strange that since I mentioned that you never test yours or

edited by: captkurt1]

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:51:00 GMT

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LOL

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:53:00 GMT

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I could do it, but when i am host the server hickups and kicks all the players out after a random delay.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:54:00 GMT

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quote:Originally posted by captkurt1:Count me out. But it's kind of strange that since I mentioned

them? How would you know? I had Blazer, Christine, and Dante testing them with me about fifteen times over a two week period. We don't have the ability to get a large server and I'm certainly not paying for one just to test out a map. Think about it.

Subject: Who wants to participate in a semi-open beta test of Bunkers

Posted by [Anonymous](#) on Fri, 27 Sep 2002 11:57:00 GMT

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Why don't you think about it buban00b

Subject: Who wants to participate in a semi-open beta test of Bunkers

Posted by [Anonymous](#) on Fri, 27 Sep 2002 13:01:00 GMT

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I think this map should be pretty cool, I would like to do help out. You know where to find me.....i dont know why i just dont tell you on AIM

Subject: Who wants to participate in a semi-open beta test of Bunkers

Posted by [Anonymous](#) on Fri, 27 Sep 2002 13:20:00 GMT

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i will ack my e mails renagader@msn.com i love your maps and glacer you lasted map rocks man

Subject: Who wants to participate in a semi-open beta test of Bunkers

Posted by [Anonymous](#) on Fri, 27 Sep 2002 13:25:00 GMT

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Hey ACK, You know me, I will help test it. But I cant be a host.

Subject: Who wants to participate in a semi-open beta test of Bunkers

Posted by [Anonymous](#) on Fri, 27 Sep 2002 14:34:00 GMT

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Oh Heck I'd LIKE to but you'd probably turn me away... anyways if you find it in your heart to feel kindness my e-mail is SAG-007@satx.rr.com [September 27, 2002, 14:35: Message edited by: satx007]

Subject: Who wants to participate in a semi-open beta test of Bunkers

Posted by [Anonymous](#) on Fri, 27 Sep 2002 15:36:00 GMT

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Warning, nuclear strike approaching.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 16:09:00 GMT
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I can help out if you need me, I'll email you.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 16:55:00 GMT
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Sure thing ACK

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 21:04:00 GMT
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please help. i need to get my M4 working ingame. and i need to know how. excpt replacing it. this also means reloading animation, hands positions and what bones and other stuff to put in this.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Fri, 27 Sep 2002 21:22:00 GMT
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HowTo\Weapons.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Sat, 28 Sep 2002 00:19:00 GMT
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quote:Originally posted by captkurt1:Why don't you think about it buban00bYou're what I'd call the village idiot... You never seem to learn and your threats are empty. I'm still waiting for you to show up at my house.1289 N. Bayshore DriveValpariso, Florida32580

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Sat, 28 Sep 2002 00:37:00 GMT
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round 2 ting-a-ling . . fight

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Sat, 28 Sep 2002 00:50:00 GMT
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Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Sat, 28 Sep 2002 08:18:00 GMT
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that doesnt help at all

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Sat, 28 Sep 2002 12:07:00 GMT
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why must you people always fight with ACK, I think he is cool becasue he does alot cool things for the for renegade.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Sun, 29 Sep 2002 09:29:00 GMT
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can anyone help me???

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Wed, 02 Oct 2002 15:38:00 GMT
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"Its Nod not NOD" - aircraftkiller

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Wed, 02 Oct 2002 15:58:00 GMT
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that was merely an example of what sparked most of the fights, acks one of the biggest contributors to our community and he deserves the little help he needs when he asks for it, good job so far ack.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Wed, 02 Oct 2002 21:58:00 GMT
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Hey, i would love to help.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Wed, 13 Nov 2002 01:37:00 GMT
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I have encounter this problem too.

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Wed, 13 Nov 2002 05:06:00 GMT
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Search this forum - Abjab made a quick run down...also, Abjab's pointers are in the FAQ...they should help you...

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Thu, 14 Nov 2002 00:20:00 GMT
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Search rox!

Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by [Anonymous](#) on Thu, 14 Nov 2002 12:54:00 GMT
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Ok, I had problems 2.. so if you don't already know: first open the f_gm_snip.gmax file then delete the all objects except for the f_cm_snip. Next merge your model and adjust the snip so it is smaller then your magazine and position it inside it. Then attach your magazine to the snip like this. select the f_cm_snip and then click attach list and select your mag. That should do the reload anim, you should adjust the key for the visibility on the mag...export as pure anim with the bones of the gun. Note: don't forget to change the mag name.
