
Subject: Screenshots

Posted by [SODPaddy](#) on Sun, 01 Oct 2006 13:32:01 GMT

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Post here your screenshots

<http://sod-gaming.net/screens/flyinghum.JPG>

Subject: Re: Screenshots

Posted by [Halo38](#) on Sun, 01 Oct 2006 13:51:38 GMT

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I'm bored so i'll join in on this one

Something I came across in an RPG game

<http://i97.photobucket.com/albums/l237/paulchettle/c4bridge.jpg>

45.0 K/D Ratio on Unrules New Maps server

<http://i97.photobucket.com/albums/l237/paulchettle/45-newmap s.jpg>

Subject: Re: Screenshots

Posted by [rm5248](#) on Mon, 02 Oct 2006 00:06:49 GMT

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<http://img.photobucket.com/albums/v635/rm5248/ScreenShot03.jpg>
heh...

<http://img.photobucket.com/albums/v635/rm5248/dontSpamKill.png>
Please don't spam kill me!

<http://img.photobucket.com/albums/v635/rm5248/canihack.jpg>
Hacking, for idiots.

Subject: Re: Screenshots

Posted by [Kamuix](#) on Mon, 02 Oct 2006 00:22:39 GMT

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What do you think?

File Attachments

1) [sC1.JPG](#), downloaded 811 times

gunner779: I deploy tailgun

Host: [KB] Player gunner779 Has deployed a Nod TailGun

Host: [NR] Destroyer lag? Type ~ and press E, than set the engine torg to 5000.



Hand of Nod

Credits: 725

2) [Sc2.JPG](#), downloaded 832 times

suprasam8: IBuy L
gunner779: Ideploy tailgun
Host: [KB] Player gunner779 Has deployed a Nod TailGun
wittebolx: Ideploy tailgun
Host: [KB] Player wittebolx Has deployed a Nod TailGun
termina1: Ibuild turret



Credits: 1511

3) [Sc3.JPG](#), downloaded 818 times

kill101 killed suprasam8
kamokock killed Kamuix93
kamokock killed termina1
kamokock killed gunner779
kamokock killed wittebolx



Credits: 1901

Subject: Re: Screenshots

Posted by [Whitedragon](#) on Mon, 02 Oct 2006 00:58:22 GMT

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<http://wd.black-cell.net/ScreenShot195.png>

<http://wd.black-cell.net/ScreenShot196.png>

Subject: Re: Screenshots

Posted by [bisen11](#) on Mon, 02 Oct 2006 01:27:57 GMT

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Subject: Re: Screenshots

Posted by [Kamuix](#) on Mon, 02 Oct 2006 01:49:15 GMT

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Whitedragon wrote on Sun, 01 October 2006 20:58<http://wd.black-cell.net/ScreenShot195.png>

<http://wd.black-cell.net/ScreenShot196.png>

Much FPS lag?

Subject: Re: Screenshots

Posted by [Renx](#) on Mon, 02 Oct 2006 02:37:46 GMT

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Whitedragon wrote on Sun, 01 October 2006 21:58<http://wd.black-cell.net/ScreenShot195.png>

<http://wd.black-cell.net/ScreenShot196.png>

Endless fun with spawn...

<http://www.n00bstories.com/image.fetch.php?id=1374983475>

<http://www.n00bstories.com/image.fetch.php?id=1293968138>

(here's a classic) <http://www.n00bstories.com/image.fetch.php?id=1005172132>

Subject: Re: Screenshots

Posted by [icedog90](#) on Mon, 02 Oct 2006 02:50:07 GMT

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The Matrix has you.

Subject: Re: Screenshots

Posted by [Ryu](#) on Mon, 02 Oct 2006 02:56:48 GMT

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Ok, Me and a friend downloaded Garry's Mod for Half Life Death Match 2!

Anyway. while i'm messing about with some doll's (enemy's that don't move) I went over to see what my friend (green commander) was doing, And it was funny!

Warning, 16 and over

<http://img476.imageshack.us/img476/1794/funinaboatqb1.jpg>

Subject: Re: Screenshots

Posted by [Kamuix](#) on Mon, 02 Oct 2006 03:06:34 GMT

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It would have been easier to request a name change, its easier than making a whole new account.

Subject: Re: Screenshots

Posted by [Blazer](#) on Mon, 02 Oct 2006 06:28:32 GMT

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More of this glitch at: <http://www.n00bstories.com/image.gallery.php?id=366&folder=1018>

Subject: Re: Screenshots

Posted by [jnz](#) on Mon, 02 Oct 2006 07:05:04 GMT

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1) [scr1.PNG](#), downloaded 705 times



Subject: Re: Screenshots

Posted by [icedog90](#) on Mon, 02 Oct 2006 19:06:06 GMT

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garden of admin:

Subject: Re: Screenshots

Posted by [Ryu](#) on Tue, 03 Oct 2006 07:10:07 GMT

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icedog90 wrote on Mon, 02 October 2006 14:06garden of admin:

Hehe ^^

Nice, You play Gmod

Subject: Re: Screenshots
Posted by [Dante](#) on Tue, 03 Oct 2006 09:31:24 GMT
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Subject: Re: Screenshots
Posted by [DaN#GW](#) on Tue, 03 Oct 2006 13:00:21 GMT
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Subject: Re: Screenshots
Posted by [futura83](#) on Tue, 03 Oct 2006 17:18:09 GMT
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hanging by my leg in BF2:

File Attachments

1) [screen000.jpg](#), downloaded 582 times



Subject: Re: Screenshots

Posted by [DaN#GW](#) on Tue, 03 Oct 2006 18:31:38 GMT

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Subject: Re: Screenshots

Posted by [Jaspah](#) on Wed, 04 Oct 2006 04:57:12 GMT

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icedog90 wrote on Mon, 02 October 2006 15:06garden of admin:

it's so peaceful

/tear

Subject: Re: Screenshots
Posted by [Kanezor](#) on Wed, 04 Oct 2006 18:33:41 GMT
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Renegade's engine fixxed up:

I've got dozens of screenshots of Renegade making things invisible. This is a perfect example, where Renegade decided that at a certain camera point, the Barracks, AGT, half of the Weapons Factory, and a large portion of the terrain should turn invisible:

A map of EVE Online gives a glimpse as to how large the game is:

Subject: Re: Screenshots
Posted by [Aprime](#) on Wed, 04 Oct 2006 20:39:37 GMT
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Eve is clearly the most awesome screen-saver ever created by mankind.

Subject: Re: Screenshots
Posted by [trooprm02](#) on Wed, 04 Oct 2006 23:42:47 GMT
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Question: why is BF2 so crappy?

Subject: Re: Screenshots
Posted by [Aprime](#) on Thu, 05 Oct 2006 01:56:34 GMT
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Dice.

Subject: Re: Screenshots

Posted by [LR01](#) on Thu, 05 Oct 2006 15:06:51 GMT

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trooprm02 wrote on Thu, 05 October 2006 01:42Question: why is BF2 so crappy?

crappy?

You only need a better pc then me, cuz else BF1942 looks better

Subject: Re: Screenshots

Posted by [icedog90](#) on Thu, 05 Oct 2006 18:25:14 GMT

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Is it all about the graphics nowadays?

Subject: Re: Screenshots

Posted by [reborn](#) on Thu, 05 Oct 2006 18:28:21 GMT

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bajadera hater

File Attachments

1) [bajahater.jpg](#), downloaded 219 times



Subject: Re: Screenshots

Posted by [Oblivion165](#) on Thu, 05 Oct 2006 19:03:07 GMT

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I hate the graphics crazy, but I think HL2 is the best engine around. I love the feel and higher end graphics.

Subject: Re: Screenshots

Posted by [icedog90](#) on Thu, 05 Oct 2006 19:44:08 GMT

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Half-Life 2 pretty much perfectly balances the graphics with the gameplay.
