

---

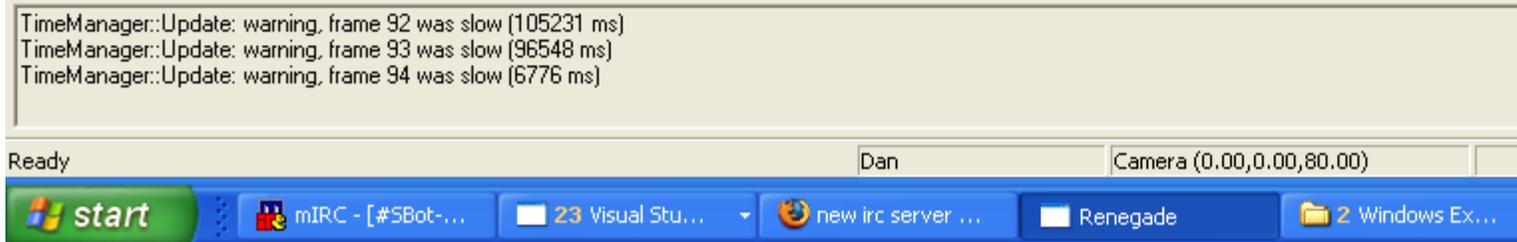
Subject: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 03:54:38 GMT  
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### File Attachments

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1) [fight.png](#), downloaded 706 times



2) [harvy.png](#), downloaded 708 times



TimeManager::Update: warning, frame 114 was slow (7631 ms)  
 TimeManager::Update: warning, frame 115 was slow (236966 ms)  
 TimeManager::Update: warning, frame 116 was slow (6083 ms)

Ready

Dan

Camera (0.00,0.00,80.00)



mIRC - [#5Bot-...

23 Visual Stu...

new irc server ...

Renegade

2 Windows Ex...

3) [harvydeath.png](#), downloaded 689 times



4) [harvys2.png](#), downloaded 682 times



5) [humanstack.png](#), downloaded 674 times



6) lol4.png, downloaded 677 times



7) [momma2.png](#), downloaded 673 times

Renegade

Team	FPS	Kills	Deaths	PING	KBPS
3 Nod	42	219	14	79	3427
1 GDI	60	16	3	15.6	2076

Player	Kills	Deaths	K/D	Credits	Score	Rank
1. futura83	196	0	-	-	303111	9910
2. Al owde	19	3	6.3	-	32474	-
3. RoShamBo	16	0	6.0	120759	20760	-
4. ant1235	0	2	0.0	-	0	1171

Credits: 120759  
 Time Remaining: 00:17:15

[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Bea  
 [21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Bea  
 [21:12] \* SBot1 has quit IRC (Excess Flood)  
 [21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Bea  
 [21:12] \* SBot0 has quit IRC (Excess Flood)

start | mIRC - [#SBot-... | 23 Visual Stu... | new irc server ... | Renegade | 2 Windows Ex...

8) [momma.png](#), downloaded 663 times



9) [oshit.png](#), downloaded 643 times



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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 03:56:51 GMT  
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## File Attachments

1) [rammy.png](#), downloaded 562 times



2) [themepark.png](#), downloaded 539 times



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Subject: Re: Yet another ss thread

Posted by [AoBfrost](#) on Fri, 20 Jul 2007 04:00:58 GMT

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Hey many tower was my idea originally when we made our server with spawning mods lol.

Nice mods btw roshambo, are the harvesters drivable or not? ours arent cause we never coded them to be drivable when spawned.

---

Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:12:53 GMT  
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No, but i can easily make drivable harvs.  
<http://www.dansprojects.com/Vids/timer/timer.html> <-- how i made the towers, themepark and most of the stuff you see there.

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Subject: Re: Yet another ss thread  
Posted by [AoBfrost](#) on Fri, 20 Jul 2007 04:14:44 GMT  
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to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall ontop of each other.

---

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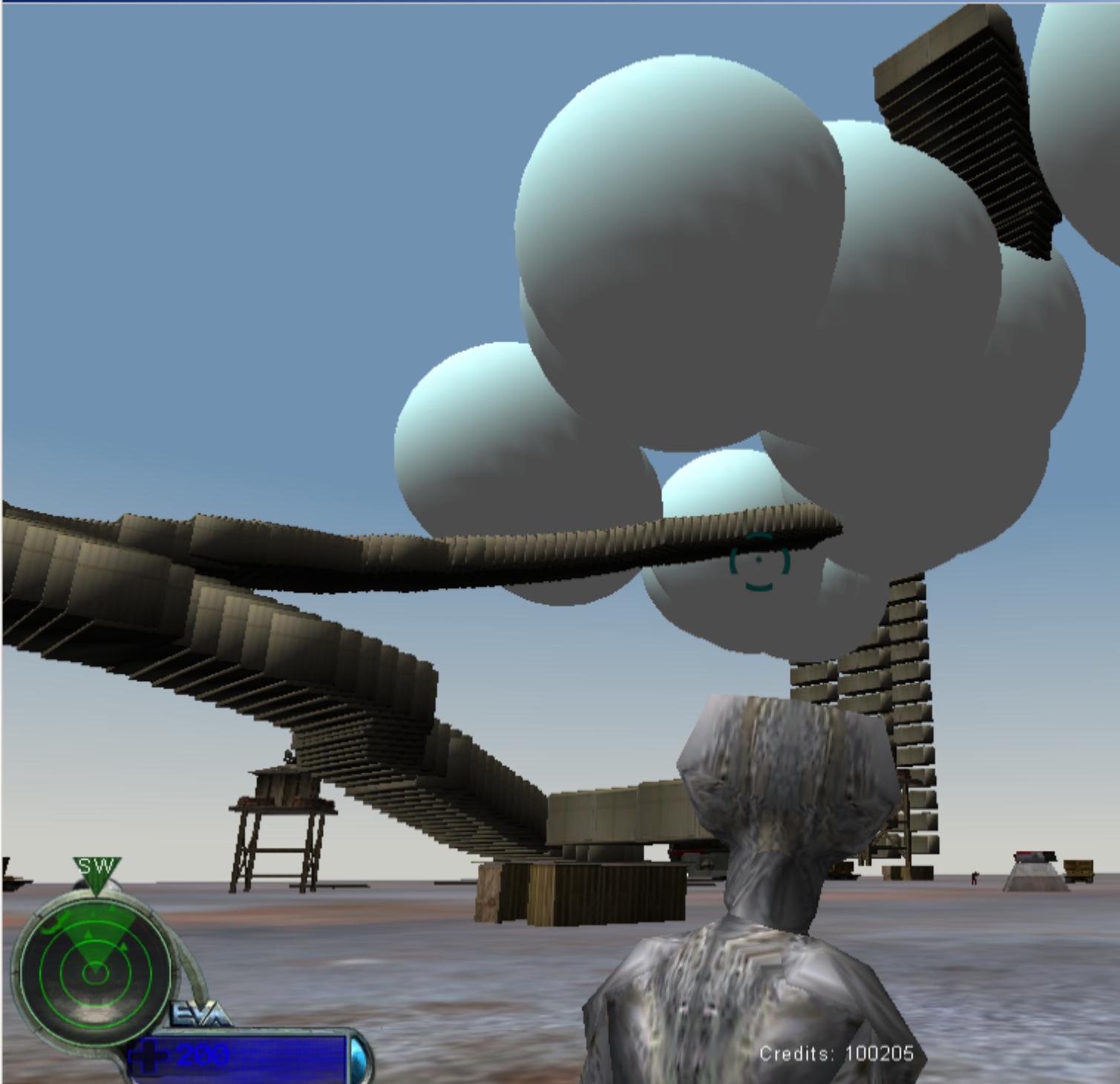
Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:15:05 GMT  
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#### File Attachments

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1) [ScreenShot701.png](#), downloaded 516 times



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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:17:08 GMT  
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thats pretty cool ;o wish my w3d viewer worked so i could make turn a character into a harvy or

something

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---

Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:18:22 GMT  
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---

RoShamBo wrote on Thu, 19 July 2007 23:17thats pretty cool ;o wish my w3d viewer worked so i could make turn a character into a harvy or something  
I used level edit and used the filepath of the model.

---

---

Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:20:08 GMT  
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AoBfrost wrote on Fri, 20 July 2007 05:14to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall ontop of each other.

The problem with that is that it takes so long to spawn 30 or so mammys. I only have to type one line of text and it will do it for me. Or, maybe i want to make a flight of stairs out of blockers? all i do is use the timer to create the blockers as i walk . Only one command and you have a walk way. Soon, it will be just a key you press on your keyboard

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Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:23:05 GMT  
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Dude. I have a brilliant idea! You need to have a popup screen in ren that let's people to choose a item to create.... like a minipt or something!

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Subject: Re: Yet another ss thread  
Posted by [Sn1per74\\*](#) on Fri, 20 Jul 2007 04:35:27 GMT  
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I don't think that'll be serverside though.

---

---

Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:36:28 GMT  
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---

I know. ./ But it'd be a sweet mod.

---

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Subject: Re: Yet another ss thread  
Posted by [Sir Kane](#) on Fri, 20 Jul 2007 05:13:20 GMT  
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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 06:19:43 GMT  
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---

haha, classic. love the flaming sedan . Just don't do it on an APC >:P

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Subject: Re: Yet another ss thread  
Posted by [Ryu](#) on Fri, 20 Jul 2007 08:37:48 GMT  
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Subject: Re: Yet another ss thread  
Posted by [nopol10](#) on Fri, 20 Jul 2007 08:51:35 GMT  
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Lol, someone has a nick called asscrackfiller.

---

---

Subject: Re: Yet another ss thread  
Posted by [sadukar09](#) on Fri, 20 Jul 2007 11:33:12 GMT  
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OMG! Joe Kucan is there! Or rather Kane...KANE LIVES!

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Subject: Re: Yet another ss thread  
Posted by [IronWarrior](#) on Fri, 20 Jul 2007 11:42:52 GMT  
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Nice screenies, lol.

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Subject: Re: Yet another ss thread  
Posted by [futura83](#) on Fri, 20 Jul 2007 12:57:56 GMT  
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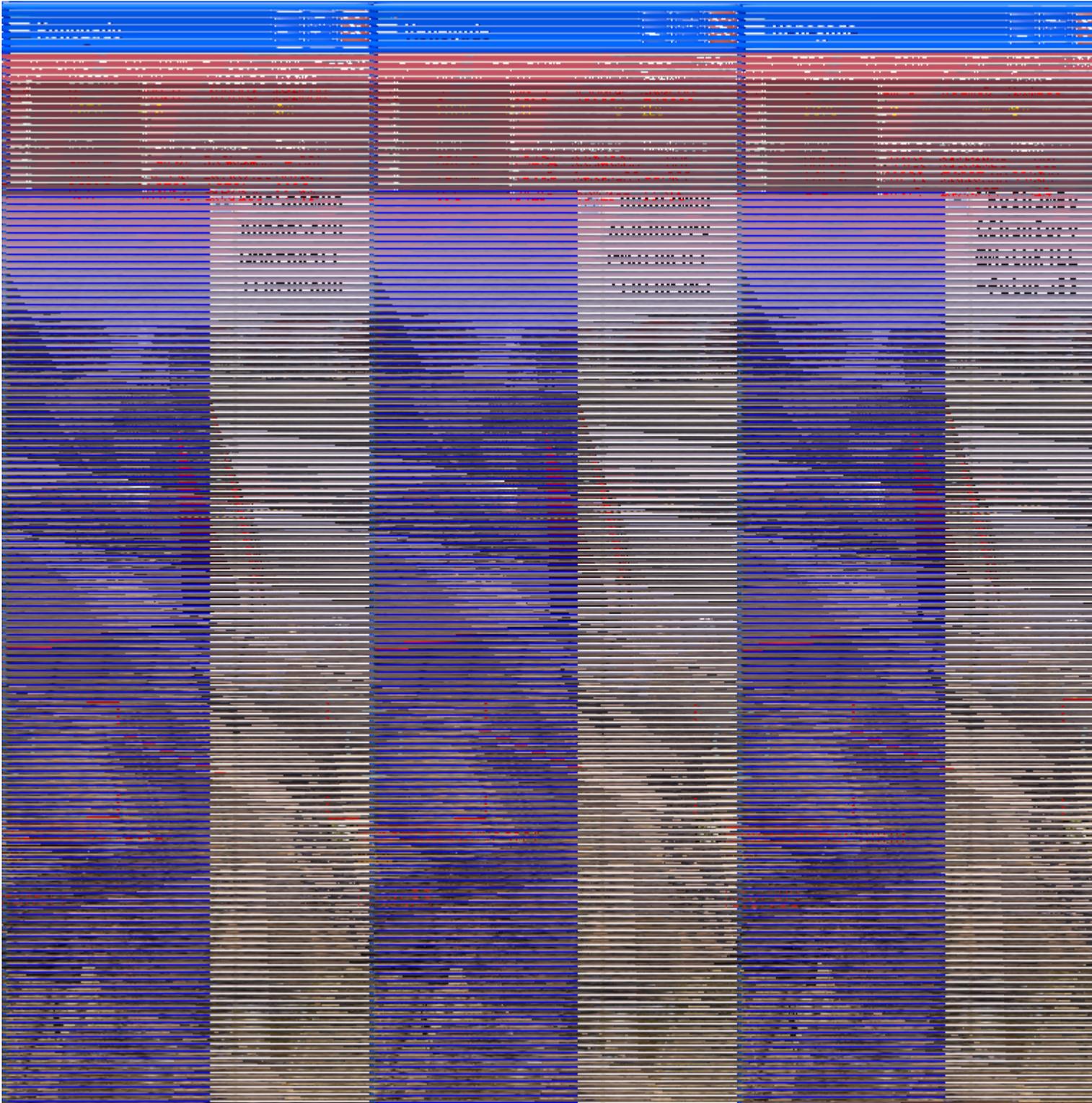
---

i took some in that server, but they messed up.

### File Attachments

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1) [ScreenShot09.png](#), downloaded 450 times



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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 14:30:02 GMT  
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I haven't used ideslikeu in quite a long time ;o  
Use Snagit to get your SSES, much easier. Renegade's doesn't work for some reason :/

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Subject: Re: Yet another ss thread  
Posted by [cmatt42](#) on Sun, 22 Jul 2007 03:12:36 GMT  
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Ancient\_and\_forever wrote on Fri, 20 July 2007 07:57i took some in that server, but they messed up.

picture here

Windowed mode and the png screenshots didn't/don't mix. What scripts version do you have? I don't remember if it was fixed or not.

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