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

1) [fight.png](#), downloaded 609 times

## Renegade



```
TimeManager::Update: warning, frame 92 was slow (105231 ms)
TimeManager::Update: warning, frame 93 was slow (96548 ms)
TimeManager::Update: warning, frame 94 was slow (6776 ms)
```

Ready

Dan

Camera (0.00,0.00,80.00)



2) [harvy.png](#), downloaded 614 times

## Renegade



```
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)

start

mIRC - [#\$Bot-...]

23 Visual Studio ...

new irc server ...

Renegade

2 Windows Ex...

3) [harvydeath.png](#), downloaded 599 times

## Renegade



```
TimeManager::Update: warning, frame 116 was slow (6083 ms)
TimeManager::Update: warning, frame 117 was slow (123283 ms)
TimeManager::Update: warning, frame 118 was slow (4458 ms)
```

Ready

Dan

Camera (0.00,0.00,80.00)



4) [harvys2.png](#), downloaded 584 times

## Renegade



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



mIRC - [#SBot-...]

23 Visual Studio...

new irc server ...

Renegade

2 Windows Ex...

5) [humanstack.png](#), downloaded 583 times

## Renegade



```
TimeManager::Update: warning, frame 97 was slow (5276 ms)
TimeManager::Update: warning, frame 98 was slow (108203 ms)
TimeManager::Update: warning, frame 99 was slow (907710 ms)
```

Ready

Dan

Camera (0.00,0.00,80.00)



6) [lol4.png](#), downloaded 588 times

## Renegade



```
<mdm-test> Strike: you just had to follow teh red ped lol
<mdm-test> RoShamBo: so there it is
<mdm-test> Strike: klol second span possision
<mdm-test> Strike: radnom spans
<mdm-test> Host: [BR] This is a Test Server, All join Fan-Maps.Net UltraAOOW
```



7) momma2.png, downloaded 582 times

## Renegade



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



mIRC - [#SBot-...]

23 Visual Studio...

new irc server ...

Renegade

2 Windows Ex...

8) momma.png, downloaded 562 times

## Renegade



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



9) [osshit.png](#), downloaded 554 times

## Renegade

FPS = 99, SFPS = 60, PING = 63, KBPS = 1934  
Team 4 NID 6 GST 6. Payer 6. RoShamBo Score 1125

beast786 has left the game.  
Clubber-L@ng killed TheBloodTerroR

Host: [FM] [H]5688[H] is ranked number 809 with a total of 58705 points out of 13667 players.



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 488 times

Renegade



```
TimeManager::Update: warning, frame 78 was slow (252837 ms)
TimeManager::Update: warning, frame 79 was slow (3001209 ms)
TimeManager::Update: warning, frame 80 was slow (6284 ms)
```

Ready

Dan

Camera (0.00,0.00,80.00)

start

mIRC - [#5Bot-...]

23 Visual Stu...

new irc server ...

Renegade

2 Windows Ex...

2) [themepark.png](#), downloaded 468 times

## Renegade



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Subject: Re: Yet another ss thread

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

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Hey mamy 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.

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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

1) [ScreenShot701.png](#), downloaded 448 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.

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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.

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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.

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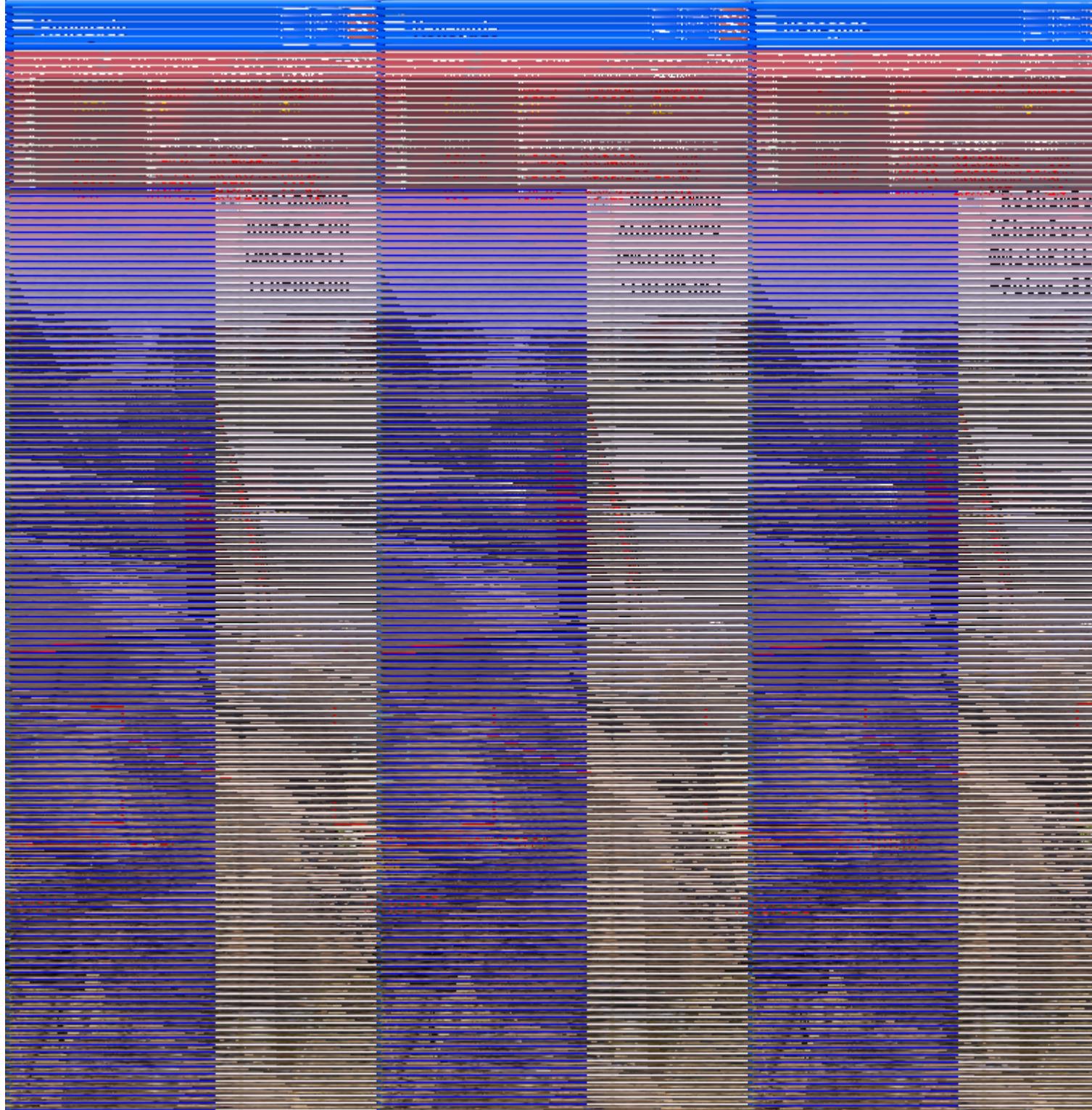
i took some in that server, but they messed up.

File Attachments

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1) [ScreenShot09.png](#), downloaded 373 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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