Subject: Crate
Posted by Gen_Blacky on Tue, 07 Aug 2007 00:26:21 GMT
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Where that big long metal crate found in le i forgot

Subject: Re: Crate
Posted by reborn on Tue, 07 Aug 2007 00:34:14 GMT
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Subject: Re: Crate
Posted by Gen_Blacky on Tue, 07 Aug 2007 00:37:11 GMT
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lmao thank you again reborn

Subject: Re: Crate
Posted by Scrin on Tue, 07 Aug 2007 07:13:35 GMT
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Gen_Blacky wrote on Mon, 06 August 2007 19:37 thank you again reborn

no problemo A Path Beyond...

Subject: Re: Crate
Posted by Slave on Tue, 07 Aug 2007 11:35:03 GMT
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what are you talking about?

Subject: Re: Crate
Posted by Scrin on Tue, 07 Aug 2007 12:04:16 GMT
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Slave wrote on Tue, 07 August 2007 06:35what are you talking about?
just joke mate np

Subject: Re: Crate
Posted by Herr Surth on Tue, 07 Aug 2007 13:07:54 GMT
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Wasnt funny.

Subject: Re: Crate
Posted by ATdrag0N on Wed, 08 Aug 2007 21:13:25 GMT
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Hello, on top counter stood is invisible with multi player and even perches on server he is visible.

Hallo,
der oben gezeigte gegenstand ist bei multi player unsichtbar und blockt auch nur auf ein Server
ist er sichtbar.

Subject: Re: Crate
Posted by Sn1per74* on Wed, 08 Aug 2007 21:16:39 GMT
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ATdrag0N wrote on Wed, 08 August 2007 16:13Hello, on top counter stood is invisible with multi
player and even perches on server he is visible.

Hallo,
der oben gezeigte gegenstand ist bei multi player unsichtbar und blockt auch nur auf ein Server
ist er sichtbar.
I think that means, if it's server side you can see it. If it's not you can't.

Subject: Re: Crate
Posted by Gen_Blacky on Wed, 08 Aug 2007 21:18:42 GMT
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Sn1per74* wrote on Wed, 08 August 2007 16:16ATdrag0N wrote on Wed, 08 August 2007
16:13Hello, on top counter stood is invisible with multi player and even perches on server he is
visible.

Hallo,
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ist er sichtbar.
I think that means, if it's server side you can see it. If it's not you can't.

I thinks its the other way around

Subject: Re: Crate
Posted by Sn1per74* on Wed, 08 Aug 2007 21:42:10 GMT

Gen_Blacky wrote on Wed, 08 August 2007 16:18Sn1per74* wrote on Wed, 08 August 2007 16:16ATdrag0N wrote on Wed, 08 August 2007 16:13Hello, on top counter stood is invisible with multi player and even perches on server he is visible.

Hallo,
der oben gezeigte gegenstand ist bei multi player unsichtbar und blockt auch nur auf ein Server ist er sichtbar.
I think that means, if it's server side you can see it. If it's not you can't.

I thinks its the other way around
No it's not. If the host puts it in, the clients can see it. If you have the map in your data folder, you can't see it.

Subject: Re: Crate
Posted by Sn1per74* on Wed, 08 Aug 2007 22:39:15 GMT

renalpha wrote on Wed, 08 August 2007 17:34thats correct, if you edit a map serverside use objects.
else use tiles wich are made for create a new map from scratch
You can use tiles serverside.

Subject: Re: Crate
Posted by ATdrag0N on Wed, 08 Aug 2007 22:51:46 GMT

wenn ich den mod in mein Data Ordner mache und ich hoste ein Server dann geht es einwandfrei, nur wenn ich die sagen wir mal C&C_Complex.ldd auf ein renegade Server mache da sieht man dann die Gegenstände die eigentlich unsichtbar sein sollen.

if I do mod in my Data folder and then I hoste a server goes it perfectly, only if I them we say sometimes C&C_Complex.ldd on a renegade server does there then one sees the countersaint of Ð' nde them, actually should be invisible.

This is Multiplay lan test server:

And this is Multiplay Internet:

Ich möchte das als server side mod haben das die unsichtbar sind und nicht sichtbar.
So wie beim ersten screen, was aber nicht vom renegade server sit sondern von Multiplay lan.

File Attachments

1) ScreenShot03.JPG, downloaded 599 times

2) ScreenShot04.JPG, downloaded 600 times

Team
0x GDI

Player

Credits: 34
Time Remaining: 00:14:15