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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

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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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Imao thank you again reborn

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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...

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Subject: Re: Crate

Posted by [Slave](#) on Tue, 07 Aug 2007 11:35:03 GMT

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what are you talking about?

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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 06:35 what are you talking about?

just joke mate np

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

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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.

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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.

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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.

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I thinks its the other way around

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Subject: Re: Crate

Posted by [Sn1per74\\*](#) on Wed, 08 Aug 2007 21:42:10 GMT

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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,

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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.

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Subject: Re: Crate

Posted by [Sn1per74\\*](#) on Wed, 08 Aug 2007 22:39:15 GMT

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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.

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Subject: Re: Crate

Posted by [ATdrag0N](#) on Wed, 08 Aug 2007 22:51:46 GMT

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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.Idd 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.Idd 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

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1) [ScreenShot03.JPG](#), downloaded 143 times



2) [ScreenShot04.JPG](#), downloaded 151 times

FPS = 60, SFPS = 57, PING = 58, KBPS

Team

0x GDI

1x Nod

Player

1. RTAG3981

