Subject: Volcano climbing Posted by kawolsky on Mon, 11 Aug 2003 19:39:09 GMT View Forum Message <> Reply to Message

After much practice i managed to get up on the volcano without using c130drop

http://www.n00bstories.com/image.view.php?id=1364805097&gallery=2457

Subject: Volcano climbing Posted by Vitaminous on Mon, 11 Aug 2003 19:41:07 GMT View Forum Message <> Reply to Message

Where's the civilian vehicle icon on your radar, which indicates itbehind you coming from then? :rolleyes:

Subject: Volcano climbing Posted by Infinint on Mon, 11 Aug 2003 19:43:51 GMT View Forum Message <> Reply to Message

wow...

Subject: Volcano climbing Posted by Blazer on Mon, 11 Aug 2003 20:01:05 GMT View Forum Message <> Reply to Message

You don't need C130 drop, you can just use edit_vehicle and make your vehicle springs really tall, drive up there and jump out

Subject: Volcano climbing Posted by Vitaminous on Mon, 11 Aug 2003 20:25:30 GMT View Forum Message <> Reply to Message

yeah, but most of the time the vehicle will flip.

Subject: Volcano climbing Posted by Infinint on Mon, 11 Aug 2003 20:32:21 GMT View Forum Message <> Reply to Message

if you make it go up 5 at a time then hit the edge of the cliff and then jump out when the car hits the top.

Subject: Volcano climbing Posted by maytridy on Mon, 11 Aug 2003 21:29:48 GMT View Forum Message <> Reply to Message

I don't see what the big deal is.

He made that in commando, with the terrain preset. The building and tunnel interiors are missing. He could have just put a spawner up there.

I don't get it.

Subject: Volcano climbing Posted by SomeRhino on Mon, 11 Aug 2003 21:34:06 GMT View Forum Message <> Reply to Message

No, it's using the vis data from the last sector he was on before climbing the mountain, so some of the meshes are vis'ed out.

Subject: Volcano climbing Posted by maytridy on Mon, 11 Aug 2003 22:28:06 GMT View Forum Message <> Reply to Message

oh, ok. Did you walk up it?!

Subject: Volcano climbing Posted by forsaken on Mon, 11 Aug 2003 23:38:39 GMT View Forum Message <> Reply to Message

you walk some where, where the WF and ref are, you have to use vecs though...

Subject: Volcano climbing Posted by Deactivated on Tue, 12 Aug 2003 11:09:21 GMT View Forum Message <> Reply to Message

Aprimeyeah, but most of the time the vehicle will flip.

Mammoth Tanks don't flip over very often. But if you try any other tanks, they will start to bounce

Subject: Volcano climbing Posted by Javaxcx on Tue, 12 Aug 2003 11:11:06 GMT SeaManAprimeyeah, but most of the time the vehicle will flip.

Mammoth Tanks don't flip over very often. But if you try any other tanks, they will start to bounce

Praise the man who invented gravity!

Page 3 of 3 ---- Generated from Command and Conquer: Renegade Official Forums