
Subject: Elevator problem...

Posted by [htmlgod](#) on Fri, 16 Jul 2004 13:33:43 GMT

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Yeah. So I'm working on making an elevator. I put together the mesh, textured it, animated it, and set it up in LE. I did the callzones and the elevator runs fine. But for some reason, I seem to have this visibility problem. It becomes invisible as I ascend through the elevator shaft. Actually, it goes back and forth between visible and invisible. This seems like a VIS problem, but the map I used it on is not VISed, and the elevator does not have VIS collision either.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 16:07:17 GMT

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man don't make elevators, just use ramps, they cause lags and once you put a nuke in an elevator its impossible to disarm.

Subject: Elevator problem...

Posted by [bigejoe14](#) on Fri, 16 Jul 2004 16:08:39 GMT

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Elevators don't lag. But your brain does.

Subject: Elevator problem...

Posted by [cheesesoda](#) on Fri, 16 Jul 2004 16:10:38 GMT

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bigejoe14Elevators don't lag. But your brain does.

I agree, and watch, he responds with a smart ass comment and the ":rolleyes:" smiley.

Subject: Elevator problem...

Posted by [Deactivated](#) on Fri, 16 Jul 2004 16:10:55 GMT

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<http://renhelp.laeubi-soft.de/?tut=41>

Subject: Elevator problem...

Posted by [Sir Kane](#) on Fri, 16 Jul 2004 16:11:05 GMT

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bigejoe14Elevators don't lag. But your brain does.

Haha, that's great.

Subject: Elevator problem...

Posted by [Mad Ivan](#) on Fri, 16 Jul 2004 16:21:11 GMT

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actually, it was lame.Thought its good that people do try to be funny...

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 16:27:48 GMT

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bigejoe14Elevators don't lag.
right, only your erection does. :rolleyes:

added to ignore list.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 16:28:28 GMT

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Silent KaneHaha, that's great.
but your udp fix was better. :rolleyes:

Subject: Elevator problem...

Posted by [cheesesoda](#) on Fri, 16 Jul 2004 16:30:20 GMT

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Alkalinebigejoe14Elevators don't lag.
right, only your erection does. :rolleyes:

added to ignore list.

See, I predicted it. A smart ass comment with a ":rolleyes:".

Man, he's too fucking predictable.

If Alkaline is getting to be too much, please take a look at my signature and make use of the links.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 16:40:23 GMT

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even though J_ball is on my ignore list I'm sure the lameness within him responded with something along the lines of using the :rolleyes: smiley.... puft, :rolleyes: everyone knows I use this :rolleyes:

ironic thing is his signature (if I remember correctly...), the retarded hypocrit can't take his own advice.

Subject: Elevator problem...

Posted by [cheesesoda](#) on Fri, 16 Jul 2004 16:45:09 GMT

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Alkalineeven though J_ball is on my ignore list I'm sure the lameness within him responded with something along the lines of using the :rolleyes: smiley.... puft, :rolleyes: everyone knows I use this :rolleyes:

OH N03Z...HE N03Z I N03Z T4HT H3 UZ3Z T3H R0LLEEY SMILI3!!!oneone!!one

It's just kinda funny that he's that predictable. He's so predictable that he can predict I'm gonna call him on it.

Subject: Elevator problem...

Posted by [Sir Kane](#) on Fri, 16 Jul 2004 16:45:17 GMT

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AlkalineSilent KaneHaha, that's great.
but your udp fix was better. :rolleyes:

You can go and fuck your UDP fix (which you didn't even make yourself) in the ass. It might like that.

I would have fixed it if I had the time.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 16:58:13 GMT

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Silent KaneAlkalineSilent KaneHaha, that's great.
but your udp fix was better. :rolleyes:

You can go and fuck your UDP fix (which you didn't even make yourself) in the ass. It might like that.

I would have fixed it if I had the time.

software doesn't have an ass so obviously no fucking it.... I had your mom made the patch for me in exchange for sexual favors, how did you find out?

Regardless if BHS had the least bit of common sense they would take down the pinned post with half-assed patch and put a link to mine, but whatever...Time or no time.

Subject: Elevator problem...

Posted by [htmlgod](#) on Fri, 16 Jul 2004 17:15:11 GMT

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Quote:<http://renhelp.laeubi-soft.de/?tut=41>

Thanks seaman. I'm glad some people still care to assist others, instead of flaming everything that moves.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 17:28:15 GMT

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hey, I came in peace letting you know that elevators have symptoms. I say this from experience after running a new map server.

Subject: Elevator problem...

Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 17:42:27 GMT

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Only elevators made improperly, like the ones in that "tutorial."

Subject: Elevator problem...

Posted by [Sir Kane](#) on Fri, 16 Jul 2004 18:06:52 GMT

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Aww, now Alkaline has to come up with "your mom" jokes. That just shows what kind of retard he is.

And I doubt anyone will pin the topic with your sucky patch.

I will just update my own patch and put it into BHS.dll together with the other fixes.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 19:02:37 GMT

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the only patch that is sucky is the one you put out :rolleyes: it crashed people's servers where as the one I put out, 90% of the servers are running & is stable. Imature? your the one that is advocating fornication with an intangible item

ALso regardless of what you do or not do, you better have proper credits in the fix :rolleyes:

just finished the long name patch & anit-special name char patch, why don't you go ask your MOM for it

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 19:05:28 GMT

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AircraftkillerOnly elevators made improperly, like the ones in that "tutorial."

well... it happens on fieldTS, very easy to get jammed in the elevators, and players complaining about lag. Same is true for GolfCourse & MinesTS. Also for some reason once you deploy a nuke inside the elevator your can't open it...You can join the new maps server if you want to investigate for yourself, that is you have any intreset left in renegade because I know you stated you only work on renalert now....

Subject: Elevator problem...

Posted by [Deactivated](#) on Fri, 16 Jul 2004 19:09:54 GMT

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htmlgodl put together the mesh, textured it, animated it, and set it up in LE. I did the callzones and the elevator runs fine. But for some reason, I seem to have this visibility problem. It becomes invisible as I ascend through the elevator shaft. Actually, it goes back and forth between visible and invisible. This seems like a VIS problem, but the map I used it on is not VISed, and the elevator does not have VIS collision either.

Could it be possible you skipped a frame or something like than in LE settings?

Subject: Elevator problem...

Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 19:17:07 GMT

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That's because the default elevators are poorly designed. The ones used in Renegade Alert, which I made and animated myself, work fine online. There have been about six reports of problems with them, out of thousands of players.

Subject: Elevator problem...

Posted by [PermaGrin](#) on Fri, 16 Jul 2004 19:27:45 GMT

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^^ Since you say elevators work fine and that you have made great ones and that the tutorial he was directed to sucks. Why dont you help him out be explaining to him how you made yours? That way he can have elevators that work properly.

Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 19:33:18 GMT

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AircraftkillerThat's because the default elevators are poorly designed. The ones used in Renegade Alert, which I made and animated myself, work fine online. There have been about six reports of problems with them, out of thousands of players.

ohh

damn wish you could update some of the old maps

anyway the fieldTS in the core patch has the udpated elevators in them?

Subject: Elevator problem...

Posted by [Sir Kane](#) on Fri, 16 Jul 2004 19:41:19 GMT

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Alkalinejust finished the long name patch & anit-special name char patch

What makes me doubt that? Anyhow, I could make either one in no time. Including automatic renaming. I don't think YOU have done any of the patches. Come on and tell us who makes them for you.

And if you think you are so good, why don't you fix the UDP exploit for a game.exe without no-cd patch?

Subject: Elevator problem...

Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 19:45:03 GMT

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No, because editing the elevators would cause version mismatches on WOL due to different always.dat files.

Subject: Elevator problem...

Posted by [NeoX](#) on Fri, 16 Jul 2004 19:47:34 GMT

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All elevators lag. I is proven and you get rubber band whiped back to the top ect alot but...

AircraftkillerThat's because the default elevators are poorly designed. The ones used in Renegade Alert, which I made and animated myself, work fine online. There have been about six reports of problems with them, out of thousands of players.

If yours are so much better why dont you tell everyone how? O wait its another one of the Ren Alert only features isnt it?

Subject: Elevator problem...

Posted by [Aircraftkiller](#) on Fri, 16 Jul 2004 19:50:55 GMT

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Try doing your own work for once... And your signature is REALLY GAY.

Subject: Elevator problem...

Posted by [NeoX](#) on Fri, 16 Jul 2004 19:53:09 GMT

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So is your Avatar fucking 20 year old anime loving freak.You never want to help the comunity but while other ppl do you put them down.

Subject: Elevator problem...

Posted by [Sir Kane](#) on Fri, 16 Jul 2004 19:55:31 GMT

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One question: did sunglasses burn into your face?

Subject: Elevator problem...

Posted by [NeoX](#) on Fri, 16 Jul 2004 19:57:37 GMT

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Yes. Permenantly I have like what Rocky has Racoon eyes.

Subject: Elevator problem...

Posted by [cheesesoda](#) on Fri, 16 Jul 2004 20:00:31 GMT

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I couldn't get out of the elevator in the HoN on FieldTS. I had to jump off the roof :\

Subject: Elevator problem...

Posted by [Aurora](#) on Fri, 16 Jul 2004 20:10:32 GMT

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Subject: Elevator problem...

Posted by [NeoX](#) on Fri, 16 Jul 2004 20:46:16 GMT

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Lol sadly im not a stoner :rolleyes:

Subject: Elevator problem...

Posted by [Ferhago](#) on Fri, 16 Jul 2004 20:49:18 GMT

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Your not? I couldnt tell

Subject: Elevator problem...

Posted by [Aurora](#) on Fri, 16 Jul 2004 20:53:24 GMT

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You sure fucking look it.

Subject: Elevator problem...

Posted by [Deactivated](#) on Fri, 16 Jul 2004 20:54:21 GMT

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This thread is about Htmlgod's elevator problem.

Subject: Elevator problem...

Posted by [Ferhago](#) on Fri, 16 Jul 2004 21:13:39 GMT

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Not anymore pal

Subject: Elevator problem...

Posted by [NeoX](#) on Fri, 16 Jul 2004 23:10:02 GMT

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Back on topic. Perhaps HTMLGOD you could just use teleportation script which i think would work alot better and not lag the game at all.

Subject: Elevator problem...

Posted by [SuperFlyingEngi](#) on Fri, 16 Jul 2004 23:44:47 GMT

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I never liked teleporters all that much...

I'd just as soon go with ramps, elevators present problems here, there, and everywhere.

Subject: Elevator problem...

Posted by [warranto](#) on Sat, 17 Jul 2004 04:24:54 GMT

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NeoXSo is your Avatar fucking 20 year old anime loving freak. You never want to help the community but while other ppl do you put them down.

lol, someone doesn't know what they're talking about here. I nominate NeoX. MOST anime is aimed at older/adult audience. The only ones that make it over here are either HIGHLY censored, or the amine's aimed at a younger audience.

Examples of mature oriented Anime (uncensored versions):

Sailor moon,	Samurai X
Steel Angel 2,	City Hunter
Excel Saga,	Najica Blitz Tactics
Golden Boy,	Noir
You're under arrest	

just to name a few. So if you want to start insulting me, be prepared for a war.

Subject: Elevator problem...

Posted by [bigejoe14](#) on Sat, 17 Jul 2004 05:03:35 GMT

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Quote: MOST anime is aimed at older/adult audience.

Maybe over here in North America it is. But I've seen what passes over there in Japan as "quality childrens television". It isn't pretty.

Subject: Elevator problem...

Posted by [warranto](#) on Sat, 17 Jul 2004 05:13:49 GMT

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heh, true, but there are lots out there that I'm sure would be restricted viewing over there as well.

Subject: Elevator problem...

Posted by [Alkaline](#) on Sat, 17 Jul 2004 06:45:57 GMT

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Silent KaneAlkalinejust finished the long name patch & anit-special name char patch

What makes me doubt that? Anyhow, I could make either one in no time.

Including automatic renaming. I don't think YOU have done any of the patches.

Come on and tell us who makes them for you.

And if you think you are so good, why don't you fix the UDP exploit for a game.exe without no-cd patch?

YOU DIDN'T MAKE SHIT, you can only make shit non working POS. :rolleyes: who did you ask to make yoru crap? ALL BHS members are in bed with ex-WW employyes anyway, they copy crap for them and re-relase, they have been doing this from the start, wheather its maps or scripts or whatever the hell. If thier anyone that copies its the goof troop.

I have to go in and take care of your non working shit. But guess what is still pinned? ya bhs silent crackhead non working server crashing pos crack patch.

Thier is no point in fixing the client because no one would fucking download it , but regardless I HAVE FIXED it and I have no intention on releasing it because it serves no purpose. If your behind the fds console and you want to get rid of somone then just ban them :rolleyes:

You think your hot shit? Flx the udp flood fix then talk, I already did my part I walk the walk not talk :rolleyes:

Or better yet follow your name and stay silent while I fix this crap. How old you 16-17 not a day over 18 I bet.

Subject: Elevator problem...

Posted by [Aircraftkiller](#) on Sat, 17 Jul 2004 07:55:40 GMT

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One could say the same for you, seeing as how you don't act like you're much older than 16 years old with that sort of irrelevant ranting.

Subject: Elevator problem...

Posted by [Sir Kane](#) on Sat, 17 Jul 2004 07:56:02 GMT

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I will fix it later on, when I'm done with the other stuff I'm working on.

Together with long/invalid nicks.

And your age guess is a way off. You probably meant yourself there.

Subject: Elevator problem...

Posted by [Alkaline](#) on Sat, 17 Jul 2004 16:51:00 GMT

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Silent Kanel will fix it later on

Don't bother with the long name/special chars Its already taken care, more convient for you just to rip off mine while you go on happily thinking you could have done it "later". Better yest go ask mommy cause she is the one making the patches for me. :rolleyes:

Subject: Elevator problem...

Posted by [Slash0x](#) on Sat, 17 Jul 2004 19:04:50 GMT

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You have to make the animation for the elevator. Place the frames you want the elevator to be on the four places (I cannot remember for the top of my head). Very simple. (And don't forget to put for the animation "name.name"; name you chose without the *.w3d ending)

Subject: Elevator problem...

Posted by [Sir Kane](#) on Sat, 17 Jul 2004 21:24:41 GMT

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Seeing that I know more than anyone else about the game I could do it in five minutes. And I won't even bother with "ripping off your stuff" because I can tell the difference between shit and quality fixes.

I didn't make either yet because I've other stuff to do. Stuff that your small brain would never understand.

Subject: Elevator problem...

Posted by [Alkaline](#) on Sun, 18 Jul 2004 07:02:46 GMT

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Silent KaneSeeing that I know more than anyone else about the game I could do it in five minutes. And I won't even bother with "ripping off your stuff" because I can tell the difference between shit and quality fixes.

I didn't make either yet because I've other stuff to do. Stuff that your small brain would never understand.

ya your patch was shit mine was quality kapeshe? You spend 10 minutes replying instead of making phantom fixes. comical. Know your role dreamboy.

Subject: Elevator problem...

Posted by [Sir Kane](#) on Sun, 18 Jul 2004 07:33:14 GMT

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Nope, your patch is shit. And I didn't spend 10 minutes with replying.
I already said I'm working on other, more important stuff.
Stuff that you could never do, you n00b.

Subject: Elevator problem...

Posted by [htmlgod](#) on Sun, 18 Jul 2004 15:40:04 GMT

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You guys need to take a deep breath, and realize that we're all working towards the same thing - we all want to expand and improve Command and Conquer Renegade, and maybe to learn a few things about game design while we're at it. It is obvious that we're not all the same, and that we all have differing opinions and biases, but it really is time for some of you guys to grow up and get past your differences.

Subject: Elevator problem...

Posted by [Alkaline](#) on Sun, 18 Jul 2004 18:12:14 GMT

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Silent KaneNope, your patch is shit. And I didn't spend 10 minutes with replying.
I already said I'm working on other, more important stuff.
Stuff that you could never do, you n00b.

HAHA, ya thats why like every server is running it. MORON.

Subject: Elevator problem...

Posted by [Sir Kane](#) on Sun, 18 Jul 2004 19:09:07 GMT

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You shouldn't call the wrong persons "MORON" before things you don't like start to happen.

Subject: Elevator problem...

Posted by [Slash0x](#) on Sun, 18 Jul 2004 19:23:12 GMT

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BBQs SPAM with the Flame in the topic

Subject: Elevator problem...

Posted by [Alkaline](#) on Sun, 18 Jul 2004 19:55:55 GMT

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Silent Kane You shouldn't call the wrong persons "MORON" before things you don't like start to happen.

A LOT WORSE things will happen if things start to happen that I don't want.

Regardless, there is no point in continuing, your patch did not work, mine did. Get over it. End of story, you want to impress? fix udp flood. Until then you're just some random scrub in my book :rolleyes:

k thx bye

Subject: Elevator problem...

Posted by [cheesesoda](#) on Sun, 18 Jul 2004 20:08:48 GMT

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I've noticed that these forums can't go a day without some sort of flaming. It's kind of ridiculous seeing all of these small and petty flame wars going on. Most of us have been a part of one and have often times started a flame war. I know I've started and been in plenty of flame wars in my time at these forums.

I agree with htmlgod. It is time that we get passed our differences. Only thing is, I don't see that happening. A lot of us are too stubborn to admit that we're wrong and work to reconcile any problems. The best we can do is just to ask everyone to ignore derogatory comments and stop ourselves from saying derogatory comments towards another. It won't be an immediate thing, but I imagine that we could cut down on a lot of flaming.

Subject: Elevator problem...

Posted by [Sir Kane](#) on Sun, 18 Jul 2004 20:11:55 GMT

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Like you can do anything, Alkaline. Don't make me laugh. Will you doom us with your idiocy?! You should really look into purchasing a brain.

Subject: Elevator problem...

Posted by [Doitle](#) on Sun, 18 Jul 2004 20:28:45 GMT

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Quote:You should really look into purchasing a brain.

I beleive that's illegal or atleast frowned upon stateside. ;D

Alk if you really know anything about the UDP why don't you offer to help and work with SK when he gets the time so you two can make a really bitching patch instead of 2 sub par ones. Then everyone can run just one patch and be uniform.

Subject: Elevator problem...

Posted by [Joey232k1](#) on Mon, 19 Jul 2004 03:34:05 GMT

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i like Alkaline's server
