
Subject: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 08:02:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

how did they combined like 3 objects together?
like a guard tower with ceilgun hooked on?

Subject: Re: the kamiux serv sustom made things
Posted by [nopol10](#) on Thu, 28 Jun 2007 10:08:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't think they are combined. When you type !build miniagt what it does is to run the code which makes 2 different objects at almost the same time.

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 10:51:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

o so all it is is makes to objects right next to each others but a little bit different coordinates?

Subject: Re: the kamiux serv sustom made things
Posted by [IronWarrior](#) on Thu, 28 Jun 2007 14:13:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

All it is is an object spawning on top of an other object.

Really simple shit.

Subject: Re: the kamiux serv sustom made things
Posted by [Jerad2142](#) on Thu, 28 Jun 2007 14:17:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

5 Objects actually, if you go into level editor the turrets are all separate objects. And so is the missile launcher. The building itself has no attacking ability at all.

Subject: Re: the kamiux serv sustom made things
Posted by [reborn](#) on Thu, 28 Jun 2007 15:53:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Possibly attached to the bone rather than set coordinates.

Subject: Re: the kamiux serv custom made things
Posted by [jamiejrg](#) on Thu, 28 Jun 2007 16:50:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

What's this server called, I wouldn't mind playing there.

JAmie

Subject: Re: the kamiux serv custom made things
Posted by [Sn1per74*](#) on Thu, 28 Jun 2007 17:04:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kamuix's C&C mode. Imagine that

Subject: Re: the kamiux serv custom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 19:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

ya really fun serv but there are buildings on weird maps and people be building turrets and weird towers and other things everywhere along with !deploy !buy !purchase new vechs, char and ect and weapons

Subject: Re: the kamiux serv custom made things
Posted by [BlueThen](#) on Thu, 28 Jun 2007 19:55:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Since that, every other server I see is trying to steal the idea and use it as their own, and name their servers "suchandsuch's CnC mode". Can't people just use their own ideas?

Subject: Re: the kamiux serv custom made things
Posted by [ST3ALTH](#) on Thu, 28 Jun 2007 19:57:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I host Kamuix, and I'm sad to say Kamuix isn't really in the mood to host his server anymore (no time really), he said he will be passing it on to this guy called Clown, a good fellow. But I will be continuing to host his server.

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 19:59:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

have u seen the server W4RNING has?
called ! L4BORATORY dude its wierd

you type walls 60 then 60 walls and ramps lined up go into th sky like stairs u can turn into chickens but get weapons make doors buidlings walls ramps soda stuff fly have these 2 heli pads that have ion beams that never stop idk how he did that

Subject: Re: the kamiux serv sustom made things
Posted by [BlueThen](#) on Thu, 28 Jun 2007 20:00:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

ST3ALTH wrote on Thu, 28 June 2007 14:57I host Kamuix, and im sad to say Kamuix isn't really in the mood to to host his server anymore (no time really), he said he will be passing it on to this guy called Clown, a good fellow. But I will be continuing to host his server.
Gasp! Really!?

W4RNING got banned from Kamuix's server for cheating on someone else's, he stole the idea also and took it as his own. That n00b. ./

Subject: Re: the kamiux serv sustom made things
Posted by [ST3ALTH](#) on Thu, 28 Jun 2007 20:00:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

W4RNING is a cheater, a quite stupid one, has been caught on numerous servers, including my own.

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 20:03:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol i know he has he also is a bad mod he is full mod one kamuix serv (i think) and one big rule is dont mind the enemy spawn points on the deathmatch and he kicked everyone that did that but he did it more then everyone else well he kicked he did it like 6 times more every one over and over kept dying and he did not listen and be a real mod and every one was pissed and yelling lmfao

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 20:06:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

well i really wanna learn how to change model into crap like agt's and make stuff like kam was doing in by that i mean how he had towers and laser ceiling guns INTO one building that works if u put ur cursor to it it well be one structure but have a ceiling gun and tower with more guns working like if they were apart

Subject: Re: the kamiux serv custom made things
Posted by [BlueThen](#) on Thu, 28 Jun 2007 20:09:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm trying to get roshambo to make me a script for me to do that in Virtual Legos.

Subject: Re: the kamiux serv custom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 20:55:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol legos!

Subject: Re: the kamiux serv custom made things
Posted by [BlueThen](#) on Thu, 28 Jun 2007 20:59:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

He told me to be patient and it's been about a week...

Subject: Re: the kamiux serv custom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 21:58:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

ya modders are busy

Subject: Re: the kamiux serv custom made things
Posted by [Dave Anderson](#) on Thu, 28 Jun 2007 22:32:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Thu, 28 June 2007 14:59He told me to be patient and it's been about a week...

We have a lot going on here at DCOM. Daniel is busy with the Smart Bot, Smart Eye, Lua language, and probably much more.

Subject: Re: the kamiux serv sustom made things
Posted by [BlueThen](#) on Thu, 28 Jun 2007 22:35:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dave S. Anderson wrote on Thu, 28 June 2007 17:32BlueThen wrote on Thu, 28 June 2007 14:59He told me to be patient and it's been about a week...

We have a lot going on here at DCOM. Daniel is busy with the Smart Bot, Smart Eye, Lua language, and probably much more.
Ok.

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Thu, 28 Jun 2007 23:18:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow busy man

Subject: Re: the kamiux serv sustom made things
Posted by [futura83](#) on Thu, 28 Jun 2007 23:24:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dave S. Anderson wrote on Thu, 28 June 2007 23:32BlueThen wrote on Thu, 28 June 2007 14:59He told me to be patient and it's been about a week...

We have a lot going on here at DCOM. Daniel is busy with the Smart Bot, Smart Eye, Lua language, and probably much more.

i was about to say something similar to that.

cos i know dan quite well, and he's told me he does quite a few projects at a time

Subject: Re: the kamiux serv sustom made things
Posted by [Dave Anderson](#) on Thu, 28 Jun 2007 23:42:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

In total I think we have 9 projects in development, and some that haven't even been spoken of yet. Possibly more. I don't really know what some of my developers are making in their own time.

Subject: Re: the kamiux serv sustom made things
Posted by [BlueThen](#) on Fri, 29 Jun 2007 02:37:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dave S. Anderson wrote on Thu, 28 June 2007 18:42In total I think we have 9 projects in development, and some that haven't even been spoken of yet. Possibly more. I don't really know what some of my developers are making in their own time. You guys just work on your projects, I'll try and figure out my own problems, I suppose. The things you guys are working on looks much more important to me.

Subject: Re: the kamiux serv sustom made things
Posted by [jnz](#) on Fri, 29 Jun 2007 03:06:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Our own projects are more important, yes. Although, i will write a script here and there if it's for the good of renegade. I've just been really stuck for time

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Fri, 29 Jun 2007 07:14:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

what program can i open and edit w3d files?

Subject: Re: the kamiux serv sustom made things
Posted by [Genesis2001](#) on Fri, 29 Jun 2007 15:05:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can view W3D files in the W3D Viewer that comes with Renegade Public Tools. As for editing, I don't know -exactly- but I think you MIGHT be able to import them back into RenX. But don't hold me to that. I'm not entirely sure about that one.

-MathK1LL

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Fri, 29 Jun 2007 22:54:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

well iw ant to be able to edit some of the w3d files in always.dat and like mix them up with others

Subject: Re: the kamiux serv sustom made things

Posted by [Zion](#) on Sat, 30 Jun 2007 00:04:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can, but not by exporting to another w3d file as it won't be serverside.

Scripts load the objects at x,y,z and that's it.

Subject: Re: the kamiux serv sustom made things

Posted by [_SSnipe_](#) on Sat, 30 Jun 2007 07:14:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

im confussed but ok :S

Subject: Re: the kamiux serv sustom made things

Posted by [Genesis2001](#) on Sat, 30 Jun 2007 16:44:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Merovingian is correct, now that he's enlightened me

You'd have scripts load different objects on an X,Y,Z 3d-plane. I'm not sure as to how to do this though...Perhaps you could ask zunnie or Reborn (the person, not mod).

-MathK1LL

Subject: Re: the kamiux serv sustom made things

Posted by [Hex](#) on Sat, 30 Jun 2007 17:05:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just use the same X/Y for each object and give each there own Z

Subject: Re: the kamiux serv sustom made things

Posted by [_SSnipe_](#) on Mon, 02 Jul 2007 18:26:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

but when u point at it with gun its only one object

Subject: Re: the kamiux serv sustom made things

Posted by [a000clown](#) on Tue, 03 Jul 2007 02:37:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

ST3ALTH wrote on Thu, 28 June 2007 15:57I host Kamuix, and im sad to say Kamuix isn't really in the mood to to host his server anymore (no time really), he said he will be passing it on to this guy called Clown, a good fellow. But I will be continuing to host his server. When did Kam tell you this and why haven't I heard anything about this if it concerns me so much...

I really hope Kam isn't quitting

Edit: Confirmed with Kam, this is not true

Subject: Re: the kamiux serv sustom made things
Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 04:50:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

woot kam stays!
