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Subject: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 03:54:38 GMT  
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### File Attachments

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1) [fight.png](#), downloaded 679 times



FPS = 14,	SFPS = 39,	PING = 126,	KBPS		
Team	Kills	Deaths	K/D	Credits	Score
4 GDI	284	70	4.1	358427	5843
0 Nod	29	361	0.1	-	347

Player	Kills	Deaths	K/D	Credits	Score	Rank
1. RoShamBo	72	0	-	136356	36357	-
2. Al owde	33	2	16.5	117673	17674	-
3. futura83	15	0	-	103973	3974	9910
4. warfever	4	6	0.7	425	425	-

WV

EVA

+150

150

Credits: 136356  
Time Remaining: 00:16:47

TimeManager::Update: warning, frame 92 was slow (105231 ms)  
TimeManager::Update: warning, frame 93 was slow (96548 ms)  
TimeManager::Update: warning, frame 94 was slow (6776 ms)

Ready Dan Camera (0.00,0.00,80.00)

start mIRC - [#5Bot-... 23 Visual Stu... new irc server ... Renegade 2 Windows Ex...

2) [harvy.png](#), downloaded 682 times



Team	Kills	Deaths	K/D	Credits	Score	Rank
3	1167	3	389.0	436489	2399	0
0	0	1072	0.0	-	0	0

Player	Kills	Deaths	K/D	Credits	Score	Rank
1. Roshan55	801	1	801.0	212029	119030	-
2. futur455	318	2	159.0	176859	76087	9910
3. anti235	48	5	9.6	49421	49421	1171

TimeManager::Update: warning, frame 114 was slow (7631 ms)  
TimeManager::Update: warning, frame 115 was slow (236966 ms)  
TimeManager::Update: warning, frame 116 was slow (6083 ms)

Ready

Dan

Camera (0.00,0.00,80.00)



3) [harvydeath.png](#), downloaded 661 times



4) [harvys2.png](#), downloaded 654 times



5) [humanstack.png](#), downloaded 648 times



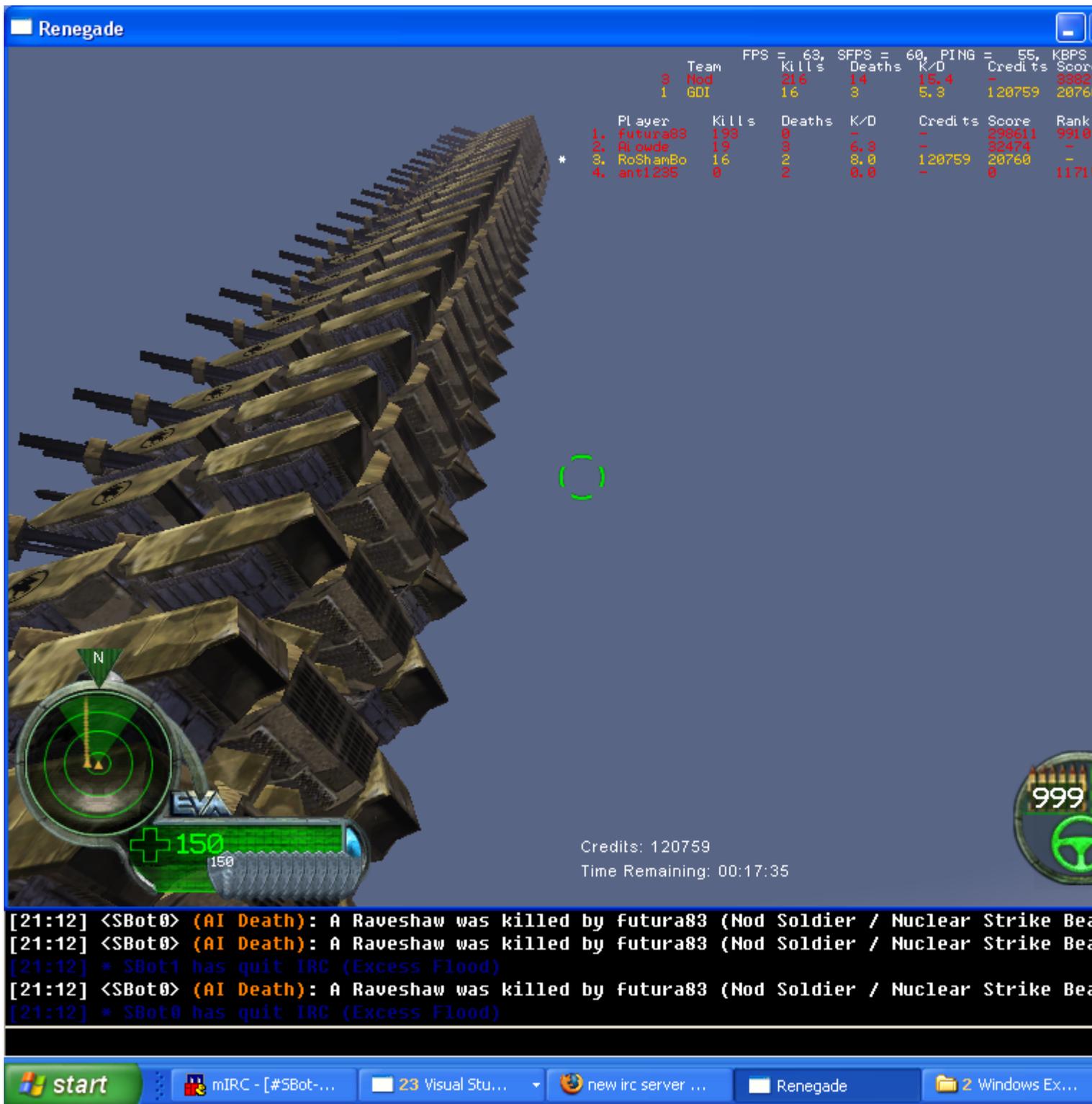
6) lol4.png, downloaded 649 times



7) [momma2.png](#), downloaded 645 times



8) [momma.png](#), downloaded 632 times



9) [oshit.png](#), downloaded 617 times



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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 03:56:51 GMT  
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## File Attachments

1) [rammy.png](#), downloaded 541 times



TimeManager::Update: warning, frame 78 was slow (252837 ms)  
TimeManager::Update: warning, frame 79 was slow (3001209 ms)  
TimeManager::Update: warning, frame 80 was slow (6284 ms)

2) [themepark.png](#), downloaded 517 times



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Subject: Re: Yet another ss thread

Posted by [AoBfrost](#) on Fri, 20 Jul 2007 04:00:58 GMT

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Hey many tower was my idea originally when we made our server with spawning mods lol.

Nice mods btw roshambo, are the harvesters drivable or not? ours arent cause we never coded them to be drivable when spawned.

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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:12:53 GMT  
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No, but i can easily make drivable harvs.  
<http://www.dansprojects.com/Vids/timer/timer.html> <-- how i made the towers, themepark and most of the stuff you see there.

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Subject: Re: Yet another ss thread  
Posted by [AoBfrost](#) on Fri, 20 Jul 2007 04:14:44 GMT  
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to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall ontop of each other.

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Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:15:05 GMT  
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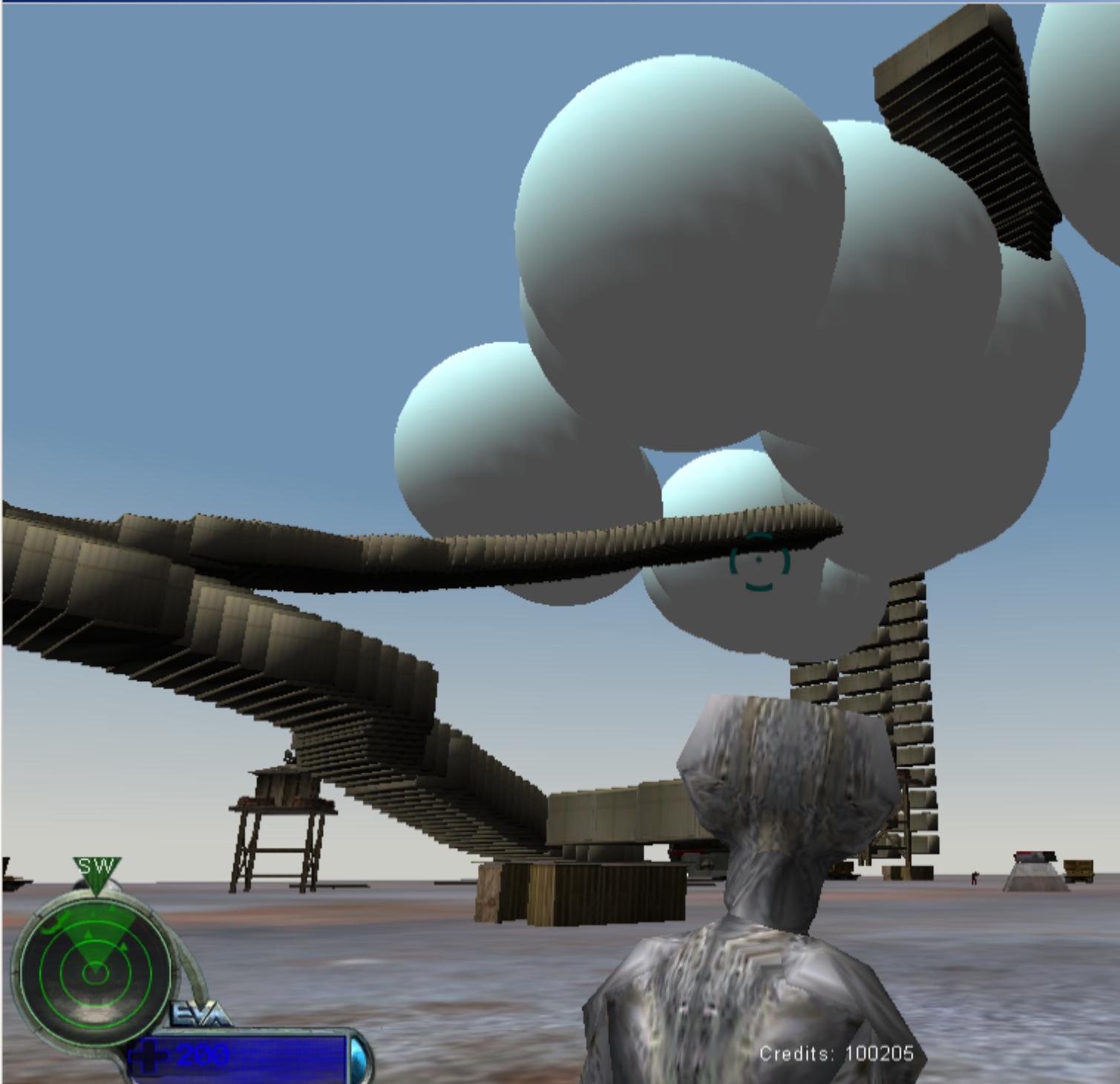
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#### File Attachments

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1) [ScreenShot701.png](#), downloaded 496 times

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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:17:08 GMT  
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thats pretty cool ;o wish my w3d viewer worked so i could make turn a character into a harvy or

something

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Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:18:22 GMT  
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RoShamBo wrote on Thu, 19 July 2007 23:17 that's pretty cool ;o wish my w3d viewer worked so i could make turn a character into a harvy or something  
I used level edit and used the filepath of the model.

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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:20:08 GMT  
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AoBfrost wrote on Fri, 20 July 2007 05:14 to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall on top of each other.

The problem with that is that it takes so long to spawn 30 or so mammys. I only have to type one line of text and it will do it for me. Or, maybe i want to make a flight of stairs out of blockers? all i do is use the timer to create the blockers as i walk . Only one command and you have a walk way. Soon, it will be just a key you press on your keyboard

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Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:23:05 GMT  
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Dude. I have a brilliant idea! You need to have a popup screen in ren that let's people to choose a item to create.... like a minipt or something!

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Subject: Re: Yet another ss thread  
Posted by [Sn1per74\\*](#) on Fri, 20 Jul 2007 04:35:27 GMT  
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I don't think that'll be serverside though.

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Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:36:28 GMT  
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I know. ./ But it'd be a sweet mod.

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Subject: Re: Yet another ss thread  
Posted by [Sir Kane](#) on Fri, 20 Jul 2007 05:13:20 GMT  
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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 06:19:43 GMT  
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haha, classic. love the flaming sedan . Just don't do it on an APC >:P

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Subject: Re: Yet another ss thread  
Posted by [Ryu](#) on Fri, 20 Jul 2007 08:37:48 GMT  
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Subject: Re: Yet another ss thread  
Posted by [nopol10](#) on Fri, 20 Jul 2007 08:51:35 GMT  
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Lol, someone has a nick called asscrackfiller.

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Subject: Re: Yet another ss thread  
Posted by [sadukar09](#) on Fri, 20 Jul 2007 11:33:12 GMT  
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OMG! Joe Kucan is there! Or rather Kane...KANE LIVES!

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Subject: Re: Yet another ss thread  
Posted by [IronWarrior](#) on Fri, 20 Jul 2007 11:42:52 GMT  
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Nice screenies, lol.

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Subject: Re: Yet another ss thread  
Posted by [futura83](#) on Fri, 20 Jul 2007 12:57:56 GMT  
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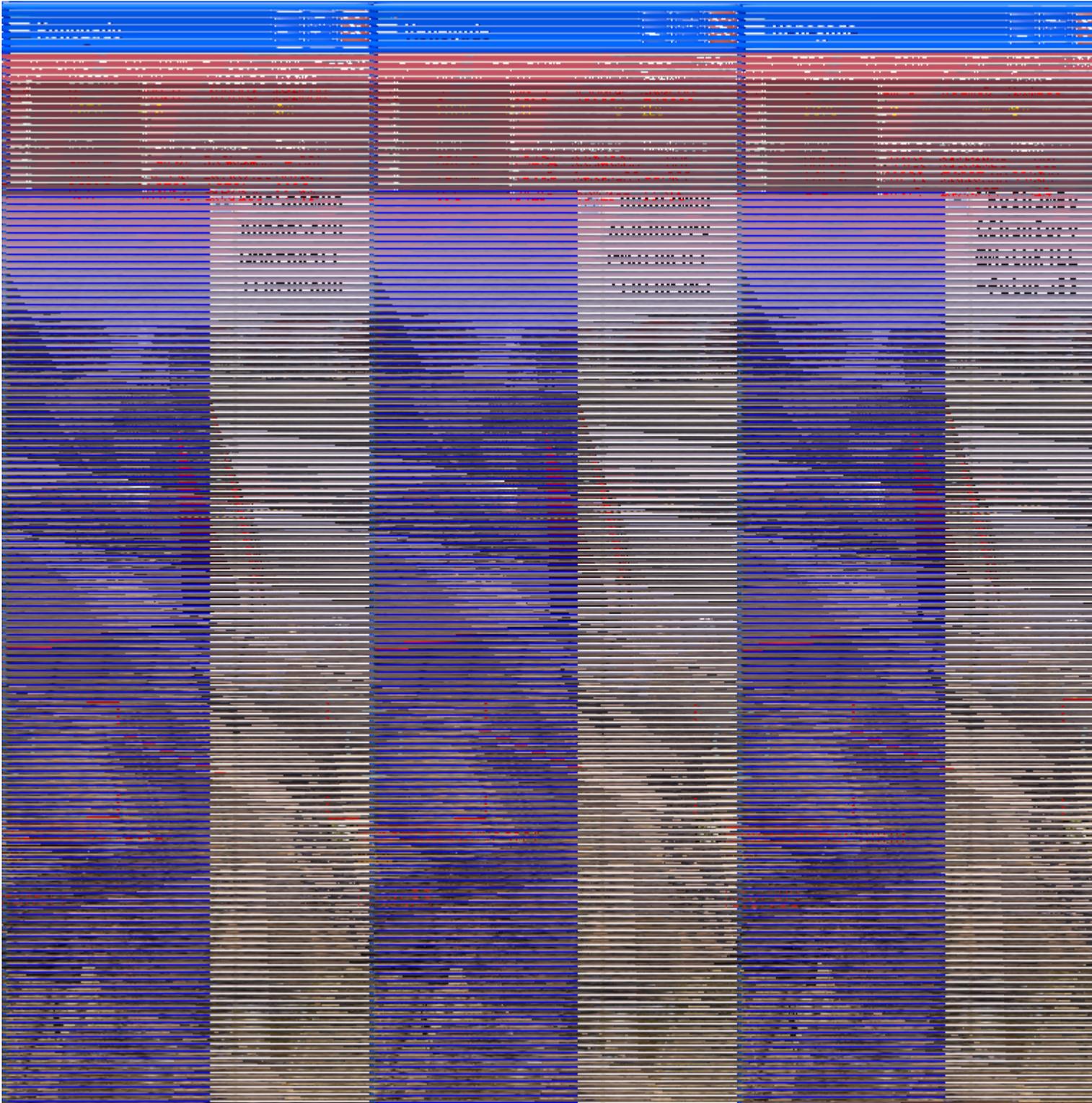
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i took some in that server, but they messed up.

### File Attachments

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1) [ScreenShot09.png](#), downloaded 422 times



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Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 14:30:02 GMT  
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I haven't used ideslikeu in quite a long time ;o  
Use Snagit to get your SSES, much easier. Renegade's doesn't work for some reason :/

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Subject: Re: Yet another ss thread  
Posted by [cmatt42](#) on Sun, 22 Jul 2007 03:12:36 GMT  
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Ancient\_and\_forever wrote on Fri, 20 July 2007 07:57i took some in that server, but they messed up.

picture here

Windowed mode and the png screenshots didn't/don't mix. What scripts version do you have? I don't remember if it was fixed or not.

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