Subject: Hum-vee !!!
Posted by cncforever on Fri, 30 Oct 2009 16:25:23 GMT

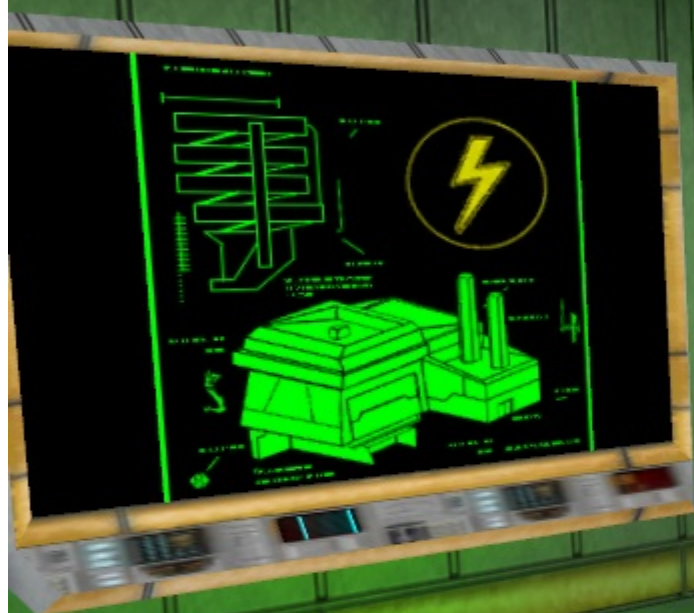Wow.....

File Attachments
1) good.jpg, downloaded 542 times

Host: [BR] hybx has been recommended by BRenBot: Defending the base
ColdShot2 killed ZtH569
Brazidus killed pastageni

barutos

hobrad3
GDI Soldier

NE

100
100

EVA

Credits: 999

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Fri, 30 Oct 2009 17:02:15 GMT
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Nothing really special, seen and done this often enough....

Subject: Re: Hum-vee !!!
Posted by Boofst0rm on Sat, 31 Oct 2009 05:42:00 GMT
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how long have you been playing renegade for?

Subject: Re: Hum-vee !!!
Posted by Spyder on Sat, 31 Oct 2009 10:59:50 GMT
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Judging from his registration date here, I'd say a month.

Subject: Re: Hum-vee !!!
Posted by cnc95fan on Sat, 31 Oct 2009 11:35:53 GMT
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Judging from his nickname, I'd say since the dawn of Tiberium!

Subject: Re: Hum-vee !!!
Posted by Dreganius on Sat, 31 Oct 2009 11:50:51 GMT
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His nickname is Hobrad3.

Subject: Re: Hum-vee !!!
Posted by cnc95fan on Sat, 31 Oct 2009 11:58:32 GMT
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I was referring to his forum one

Subject: Re: Hum-vee !!!
Posted by Dreganius on Sat, 31 Oct 2009 14:53:57 GMT
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Oh I knew that full well. I was simply stating that he's a fraud. And I also know that you were making a joke. I'm just being serious because THE INTERNET IS rather important, I agree PEOPLE.

Subject: Re: Hum-vee !!!
Posted by R315r4z0r on Sat, 31 Oct 2009 16:35:08 GMT
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Oh, wow! Awesome!

Subject: Re: Hum-vee !!!
Posted by ChewML on Sat, 31 Oct 2009 17:41:55 GMT
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can u teach me how 2 do dis?

Subject: Re: Hum-vee !!!
Posted by slosha on Sat, 31 Oct 2009 18:33:46 GMT
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Chew wrote on Sat, 31 October 2009 12:41can u teach me how 2 do dis?
Very carefully

Subject: Re: Hum-vee !!!
Posted by Altzan on Sat, 31 Oct 2009 22:31:53 GMT
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*cough*screenshotthread*cough*

Subject: Re: Hum-vee !!!
Posted by GEORGE ZIMMER on Sat, 31 Oct 2009 22:38:14 GMT
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That'd actually be hilarious to stop an infantry rush on the WF by having humvees sitting in there camping the MCT.

Subject: Re: Hum-vee !!!
Posted by Spyder on Sat, 31 Oct 2009 22:42:54 GMT

GEORGE ZIMMER wrote on Sat, 31 October 2009 23:38That'd actually be hilarious to stop an infantry rush on the WF by having humvees sitting in there camping the MCT.

To be honest with you, I once guarded an ion inside of the Nod Airstrip by parking a humm-vee in front of it and flaming the purchase terminals

Subject: Re: Hum-vee !!!
Posted by JohnDoe on Sun, 01 Nov 2009 09:33:51 GMT

Humvee in Field tunnel > Renforums

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Sun, 01 Nov 2009 12:12:06 GMT

JohnDoe wrote on Sun, 01 November 2009 10:33Humvee in Field tunnel > Renforums

Subject: Re: Hum-vee !!!
Posted by JohnDoe on Sun, 01 Nov 2009 19:22:35 GMT

That was quick...

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Sun, 01 Nov 2009 22:29:37 GMT

JohnDoe wrote on Sun, 01 November 2009 20:22That was quick...
Actually more like, you where slow, that picture has been on our site since somewhere 2006/2007 I guess.

Subject: Re: Hum-vee !!!
Posted by JohnDoe on Mon, 02 Nov 2009 08:48:34 GMT

How should I know/care? Weirdo...

Subject: Re: Hum-vee !!!
Posted by ErroR on Tue, 03 Nov 2009 18:46:23 GMT

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Driving a humvee in a ref full of repairing techs is fun. also this

File Attachments
1) ScreenShot23.png, downloaded 226 times

ErroR wrote on Tue, 03 November 2009 12:46Driving a humvee in a ref full of repairing techs is fun. also this

ive seen that before

Subject: Re: Hum-vee !!!
Posted by ErroR on Wed, 04 Nov 2009 09:58:02 GMT
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Zeratul wrote on Tue, 03 November 2009 23:32ErroR wrote on Tue, 03 November 2009 12:46Driving a humvee in a ref full of repairing techs is fun. also this

ive seen that before
srsly?

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Wed, 04 Nov 2009 11:12:07 GMT
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ErroR wrote on Wed, 04 November 2009 10:58Zeratul wrote on Tue, 03 November 2009 23:32ErroR wrote on Tue, 03 November 2009 12:46Driving a humvee in a ref full of repairing techs is fun. also this
image

ive seen that before
srsly?
Beat this:

And this in particular:

Click on the images to see the full version

Subject: Re: Hum-vee !!!
Posted by JohnDoe on Wed, 04 Nov 2009 11:27:49 GMT
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Those are not legit...

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Wed, 04 Nov 2009 13:26:16 GMT
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JohnDoe wrote on Wed, 04 November 2009 12:27Those are not legit...
Define legit. I can demonstrate it on the BlackIntel.org server, if you want. (And TT on my renegade install works again)

Subject: Re: Hum-vee !!!
Posted by JohnDoe on Wed, 04 Nov 2009 15:24:52 GMT
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I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Wed, 04 Nov 2009 15:34:52 GMT
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JohnDoe wrote on Wed, 04 November 2009 16:24I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.
Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

Subject: Re: Hum-vee !!!
Posted by JohnDoe on Wed, 04 Nov 2009 16:09:10 GMT
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EvilWhiteDragon wrote on Wed, 04 November 2009 09:34JohnDoe wrote on Wed, 04 November 2009 16:24I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.
Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

Hehe good guess on my behalf...to be honest, I have no idea how you did that. How does it work? Some type of server side code?

Subject: Re: Hum-vee !!!
Posted by EvilWhiteDragon on Thu, 05 Nov 2009 10:02:08 GMT
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JohnDoe wrote on Wed, 04 November 2009 17:09EvilWhiteDragon wrote on Wed, 04 November 2009 09:34JohnDoe wrote on Wed, 04 November 2009 16:24I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.
Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

Hehe good guess on my behalf...to be honest, I have no idea how you did that. How does it work? Some type of server side code?
Partially, we got code to teleport, and code which teleports you up a little bit. When you collide with something when you teleport up, then you can get stuck. That way you can 'climb' trees or whatever . The teleport was useful to get more mammoths on there though.

We designed this to be able (as player) to get 'unstuck' when you or your vehicle got in an reneglitch

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