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Subject: Advanced Power Plant Testing Successful  
Posted by [Aircraftkiller](#) on Mon, 11 Aug 2003 12:38:08 GMT

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Got around to finishing the APP I was working on. Aggregates, interior, everything is ready. It uses the two-story Power Plant interior instead of a single floor.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Sir Phoenixx](#) on Mon, 11 Aug 2003 12:43:39 GMT

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Nice. :bigups:

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Subject: Advanced Power Plant Testing Successful  
Posted by [bigwig992](#) on Mon, 11 Aug 2003 12:44:16 GMT

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:bigups:

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Subject: Advanced Power Plant Testing Successful  
Posted by [Try\\_lee](#) on Mon, 11 Aug 2003 12:48:59 GMT

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YAY!

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Subject: Advanced Power Plant Testing Successful  
Posted by [maytridy](#) on Mon, 11 Aug 2003 14:24:05 GMT

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Cool, is there anywhere we can see some more screens?

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Subject: Advanced Power Plant Testing Successful  
Posted by [Jaspah](#) on Mon, 11 Aug 2003 14:41:46 GMT

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I wanna see inside!

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Subject: Advanced Power Plant Testing Successful  
Posted by [Sk8rRIMuk](#) on Mon, 11 Aug 2003 16:47:46 GMT  
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:bigups: Sounds v.good.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Vitaminous](#) on Mon, 11 Aug 2003 19:53:25 GMT  
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Huh-oh...I thought I've already tested a DM map with it in it (DMPower)

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Subject: Advanced Power Plant Testing Successful  
Posted by [Imdgr8one](#) on Mon, 11 Aug 2003 20:09:25 GMT  
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Yea I was in that one too, ACK did you ever get around to releasing that one?

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Subject: Advanced Power Plant Testing Successful  
Posted by [Aircraftkiller](#) on Mon, 11 Aug 2003 20:21:59 GMT  
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I didn't feel like releasing it. Probably never will, so don't bother bringing it up.

---

Subject: Advanced Power Plant Testing Successful  
Posted by [maytridy](#) on Mon, 11 Aug 2003 21:20:55 GMT  
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Can we see screens of the interior?

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Subject: Advanced Power Plant Testing Successful  
Posted by [Dante](#) on Mon, 11 Aug 2003 21:22:57 GMT  
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nice power plant, how about a render?

and maybe some views from w3d (or max would be awesome) of it w/o terrain and just a cement block (like the encyclopedia shots)

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Subject: Advanced Power Plant Testing Successful  
Posted by [Havoc 89](#) on Tue, 12 Aug 2003 00:04:26 GMT  
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nice

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Subject: Advanced Power Plant Testing Successful  
Posted by [Wild1](#) on Tue, 12 Aug 2003 00:28:17 GMT  
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That's how an APP should look.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Beanyhead](#) on Tue, 12 Aug 2003 00:29:28 GMT  
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AircraftkillerI didn't feel like releasing it. Probably never will, so don't bother bringing it up.

Just release it to a select few mappers. Those who don't steal models from others...

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Subject: Advanced Power Plant Testing Successful  
Posted by [Ugauga01](#) on Tue, 12 Aug 2003 01:24:11 GMT  
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People who steal from others are \*\*\*\*\*.

---

Subject: Advanced Power Plant Testing Successful  
Posted by [Aircraftkiller](#) on Tue, 12 Aug 2003 13:20:57 GMT  
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Dantenice power plant, how about a render?

and maybe some views from w3d (or max would be awesome) of it w/o terrain and just a cement block (like the encyclopedia shots)

Yeah, here we go... Top, side, perspective.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Cebt](#) on Tue, 12 Aug 2003 13:54:47 GMT  
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i must say youve done a great job on that it looks good.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Beanyhead](#) on Tue, 12 Aug 2003 15:37:42 GMT  
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It's very sexy

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Subject: Advanced Power Plant Testing Successful  
Posted by [ohmybad](#) on Tue, 12 Aug 2003 15:54:32 GMT  
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BeanyheadIt's very sexy :shocked:

btw: Nice Powerplant

---

Subject: Advanced Power Plant Testing Successful  
Posted by [General Havoc](#) on Tue, 12 Aug 2003 15:59:00 GMT  
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Looks great, good job. Have you got any renders of the interior yet or are you still working on it?  
Hope we can see it in one of your maps.

---

Subject: Advanced Power Plant Testing Successful  
Posted by [Aircraftkiller](#) on Tue, 12 Aug 2003 16:18:14 GMT  
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I'm not creating an interior, that's the best part. Like I said, it uses the two-floor version of the  
Power Plant interiors found in the tutorial mission.

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Subject: Advanced Power Plant Testing Successful  
Posted by [OrcaPilot26](#) on Tue, 12 Aug 2003 16:48:48 GMT  
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Subject: Advanced Power Plant Testing Successful  
Posted by [maytridy](#) on Tue, 12 Aug 2003 16:52:45 GMT  
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Thanks Orca.

---

Subject: Advanced Power Plant Testing Successful  
Posted by [Ugauga01](#) on Tue, 12 Aug 2003 21:04:05 GMT  
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I heard that Renegade crashes when 2 Persons use an elevator in MultiPlayer.

Is it true??

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Subject: Advanced Power Plant Testing Successful  
Posted by [Jaspah](#) on Tue, 12 Aug 2003 22:35:46 GMT  
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Ugauga01I heard that Renegade crashes when 2 Persons use an elevator in MultiPlayer.

Is it true??

No. :rolleyes:

I've had countless times when atleast 5 people were in a elevator at one time.

---

Subject: Advanced Power Plant Testing Successful  
Posted by [General Havoc](#) on Tue, 12 Aug 2003 22:50:43 GMT  
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It can lag but not crash the game. Lag normally occurs when more than one person is in it.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Ugauga01](#) on Wed, 13 Aug 2003 01:41:23 GMT  
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Hmm.

We could make the Buildings some better when they have 2 floors

When all is done we public it as a package for all mappers.

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When the maps are great, the Fanmapserver will play them

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Subject: Advanced Power Plant Testing Successful  
Posted by [Laser2150](#) on Wed, 13 Aug 2003 02:10:08 GMT  
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naw, but Elevators in multiplayer are very horriable.  
maybe they might use teleportation for a new type of elevator. its fast and pretty much lag free.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Ugauga01](#) on Wed, 13 Aug 2003 02:30:29 GMT  
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But Teleporters are shit.  
When an enemy run into it you must follow him to shoot him dead.  
And you can mine elevators

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Subject: Advanced Power Plant Testing Successful  
Posted by [Laser2150](#) on Wed, 13 Aug 2003 02:48:51 GMT  
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lets see...  
A) you can mine the front of it  
B) its better than getting stuck on a indoor broken version of the demon drop.

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Subject: Advanced Power Plant Testing Successful  
Posted by [Ugauga01](#) on Wed, 13 Aug 2003 04:38:08 GMT  
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hmm.  
Teleporters are too unreal for ccr...

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Subject: Advanced Power Plant Testing Successful  
Posted by [General Havoc](#) on Wed, 13 Aug 2003 11:03:02 GMT  
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You can use teleporters with elevators to make a lag free elevator. Basically you enter the elevator and as soon as it moves up your teleported to outside the top door and it works well. The same fro going down an elevator. It makes a good way to prevent lag in elevators but keep the existing elevator there.

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