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

1) [fight.png](#), downloaded 699 times



2) [harvy.png](#), downloaded 702 times



Team	FPS	SFPS	PING	KBPS	Score
3	9	59	102	2399	0
0	0	0	0	0	0

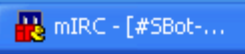
Player	Kills	Deaths	K/D	Credits	Score	Rank
1. Roshan55	801	1	801.0	219029	119030	-
2. futur455	318	2	159.0	176887	76887	9910
3. anti235	48	5	9.6	49421	49421	1171

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 681 times



4) [harvys2.png](#), downloaded 675 times



5) [humanstack.png](#), downloaded 668 times



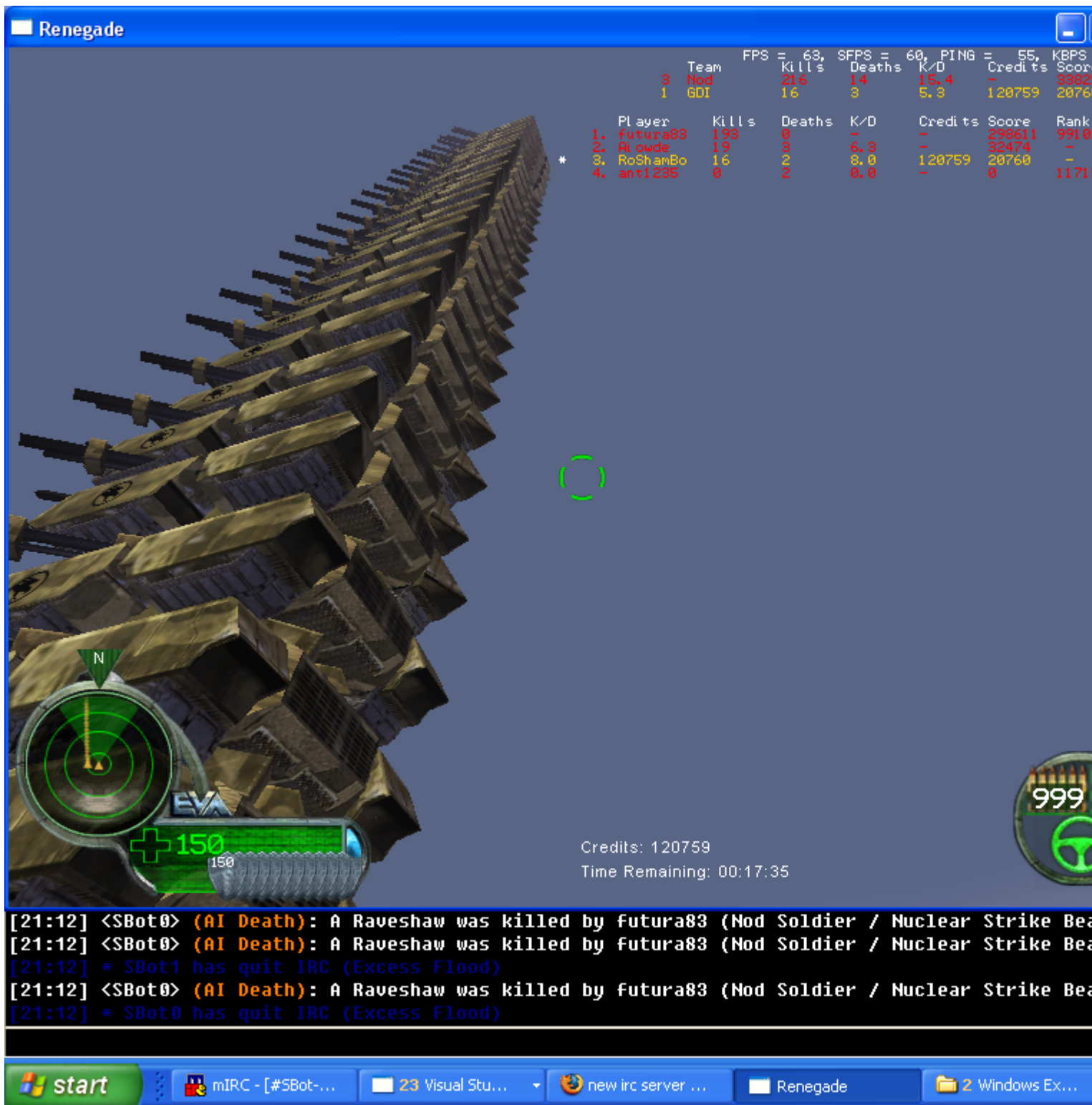
6) lol4.png, downloaded 670 times



7) [momma2.png](#), downloaded 665 times



8) [momma.png](#), downloaded 655 times



9) [oshit.png](#), downloaded 637 times

File Attachments

1) [rammy.png](#), downloaded 559 times



2) [themepark.png](#), downloaded 535 times



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.

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.

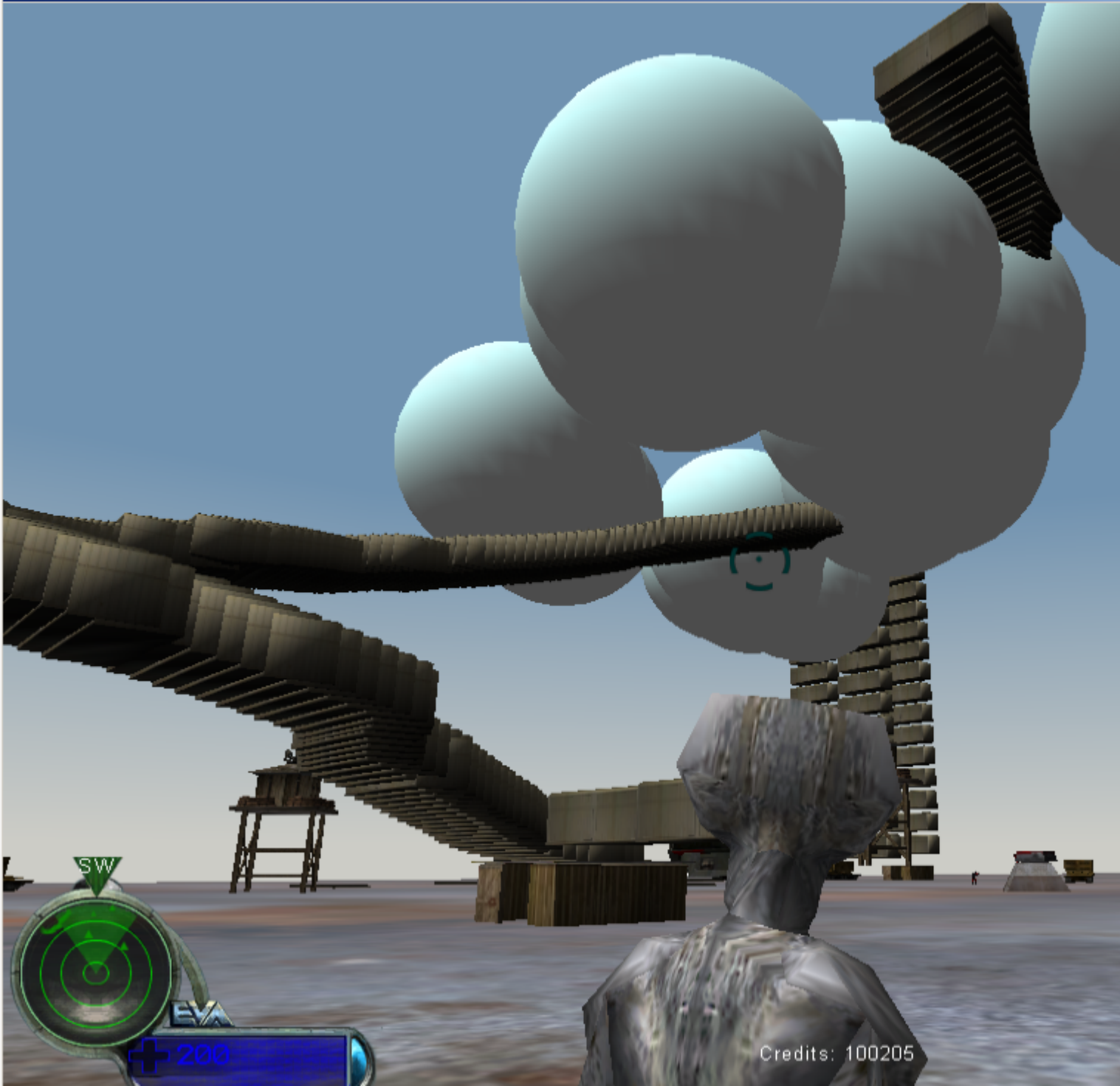
Subject: Re: Yet another ss thread
Posted by [AoBfrost](#) on Fri, 20 Jul 2007 04:14:44 GMT
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to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall ontop of each other.

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

1) [ScreenShot701.png](#), downloaded 512 times



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

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.

Subject: Re: Yet another ss thread
Posted by [jnz](#) on Fri, 20 Jul 2007 04:20:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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!

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.

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.

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

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.

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!

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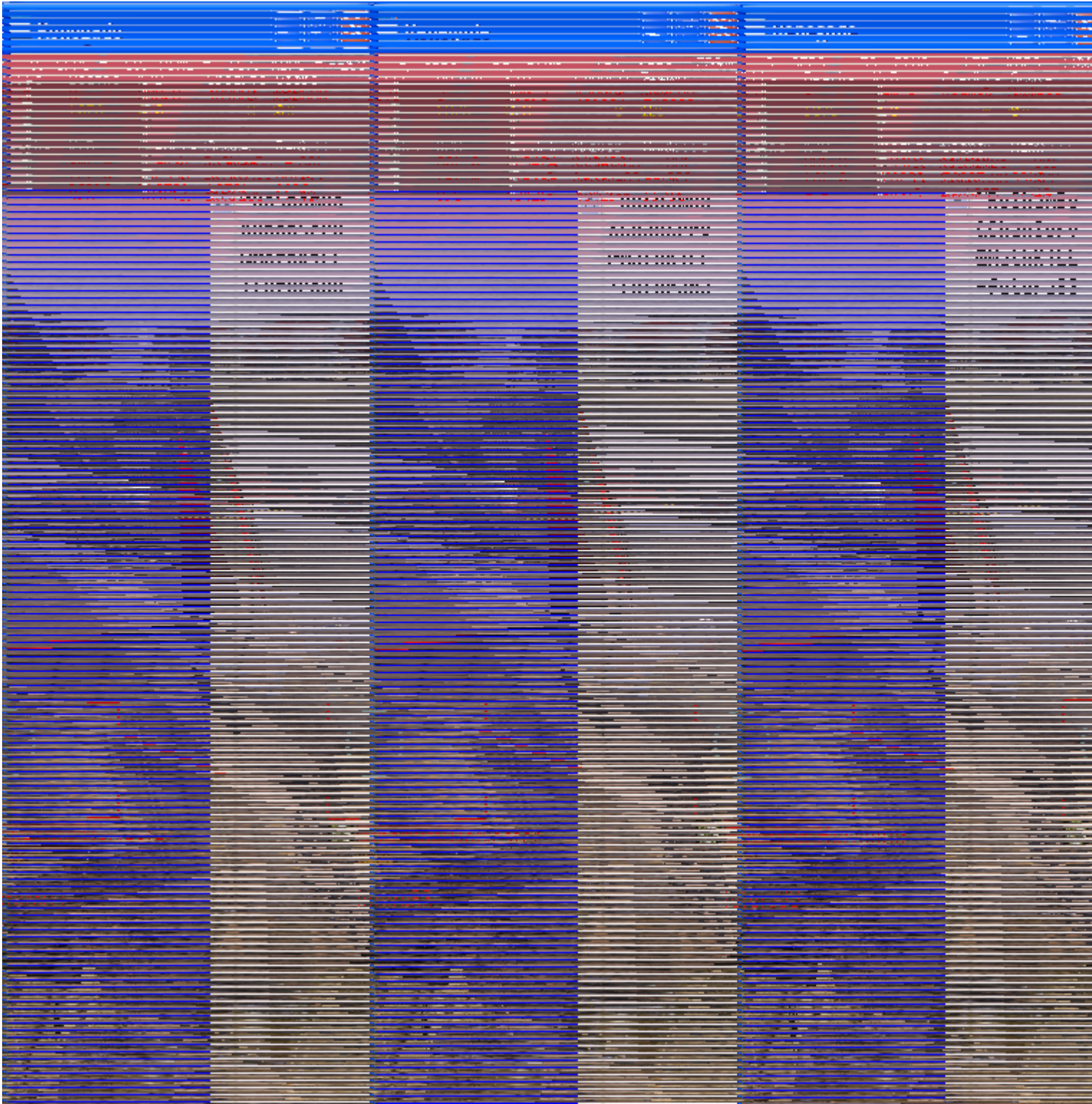
Nice screenies, lol.

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

File Attachments

1) [ScreenShot09.png](#), downloaded 445 times



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 :/

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.
