

---

Subject: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 03:54:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

#### File Attachments

---

1) [fight.png](#), downloaded 620 times



2) [harvy.png](#), downloaded 625 times



3) [harvydeath.png](#), downloaded 607 times



4) [harvys2.png](#), downloaded 595 times



5) [humanstack.png](#), downloaded 593 times



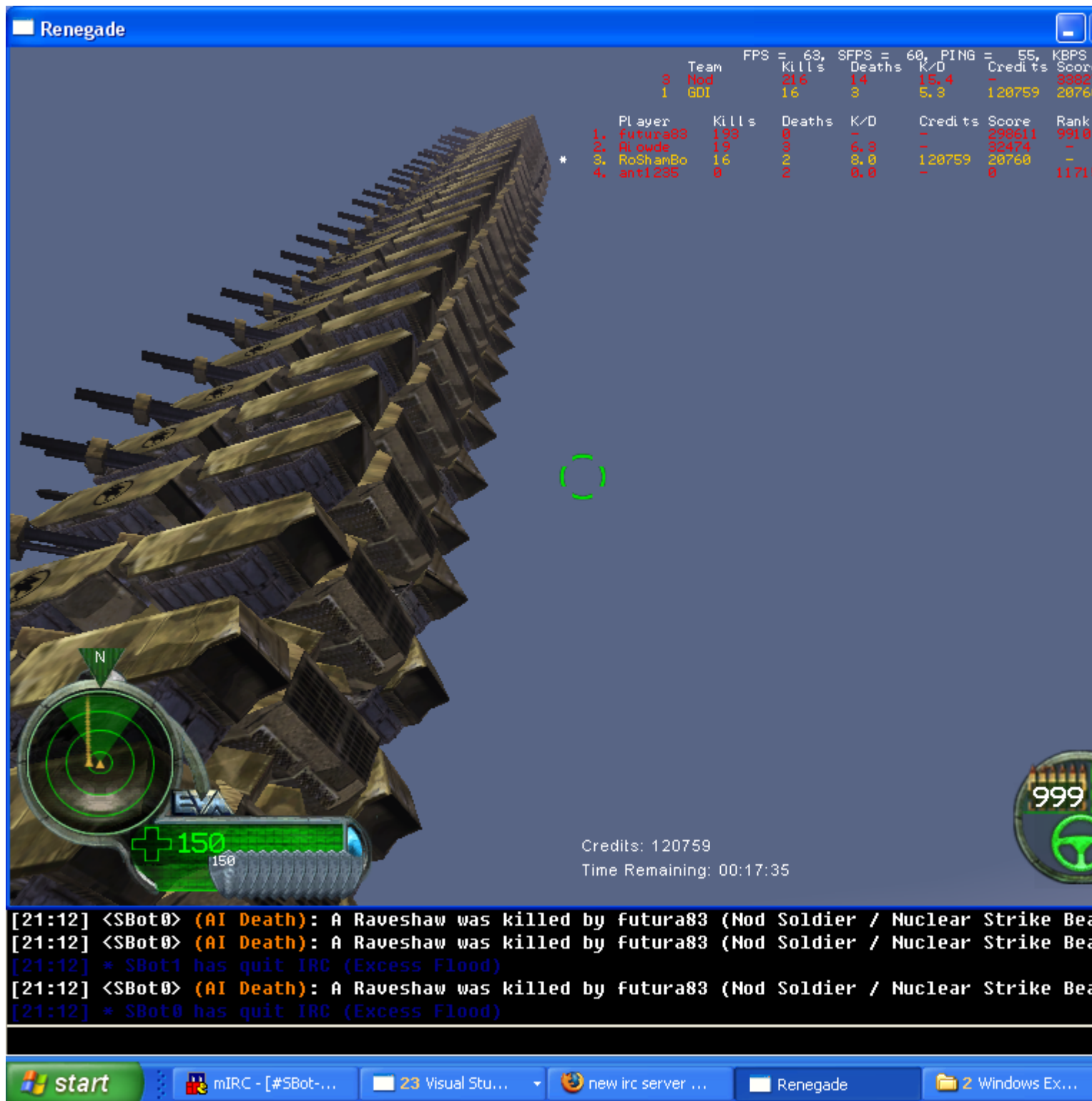
6) lol4.png, downloaded 596 times



7) [momma2.png](#), downloaded 591 times



8) [momma.png](#), downloaded 572 times



9) [oshit.png](#), downloaded 566 times



Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 03:56:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

## File Attachments

1) [rammy.png](#), downloaded 497 times



2) [themepark.png](#), downloaded 476 times



---

Subject: Re: Yet another ss thread

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

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

---

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

---

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

---

to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall ontop of each other.

---

---

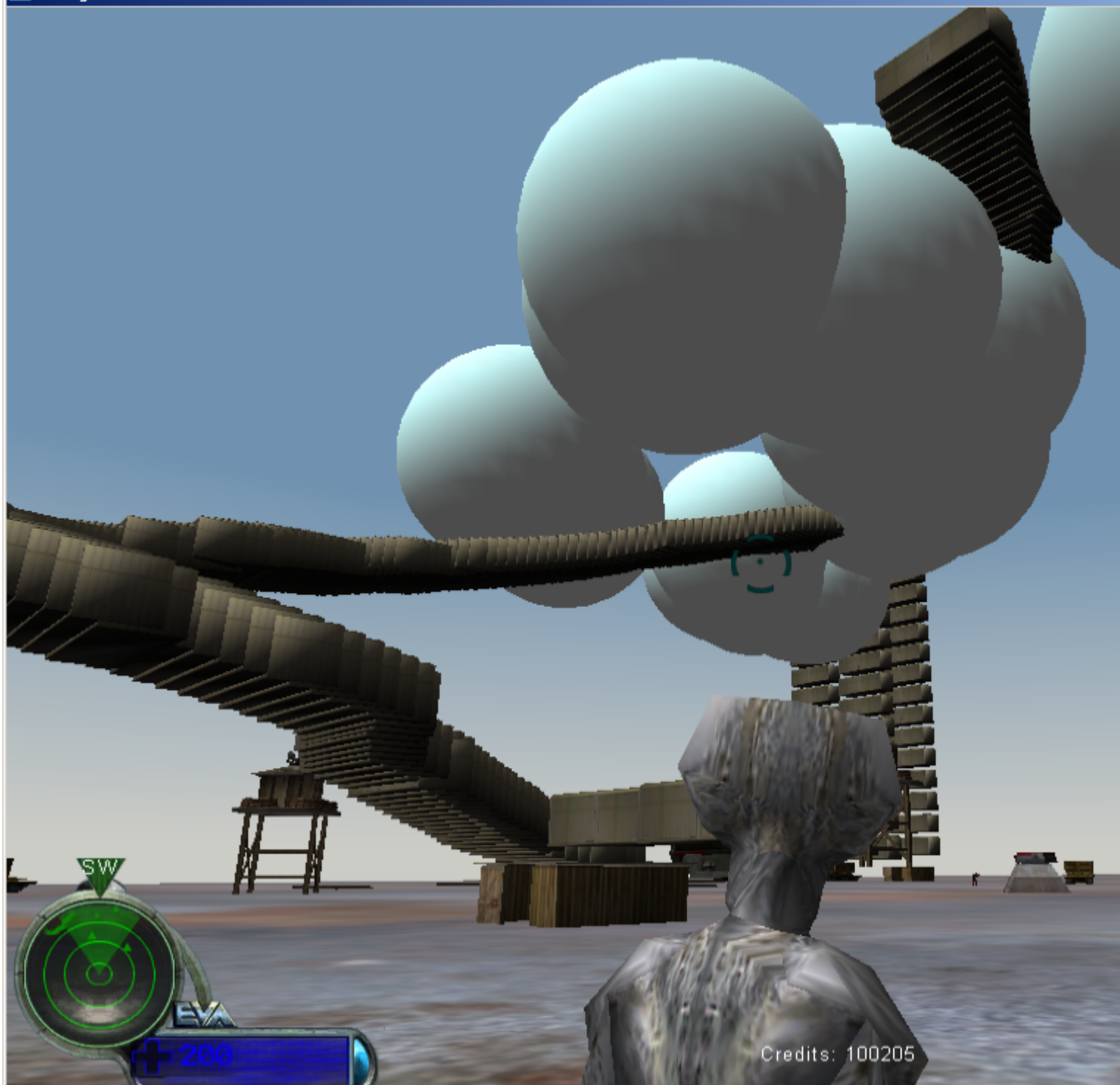
Subject: Re: Yet another ss thread  
Posted by [BlueThen](#) on Fri, 20 Jul 2007 04:15:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

#### File Attachments

1) [ScreenShot701.png](#), downloaded 455 times

---



---

Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 04:17:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

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

---

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

---

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

---

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

---

---

Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 06:19:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: Yet another ss thread  
Posted by [nopol10](#) on Fri, 20 Jul 2007 08:51:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

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

---

Nice screenies, lol.

---

---

Subject: Re: Yet another ss thread  
Posted by [futura83](#) on Fri, 20 Jul 2007 12:57:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

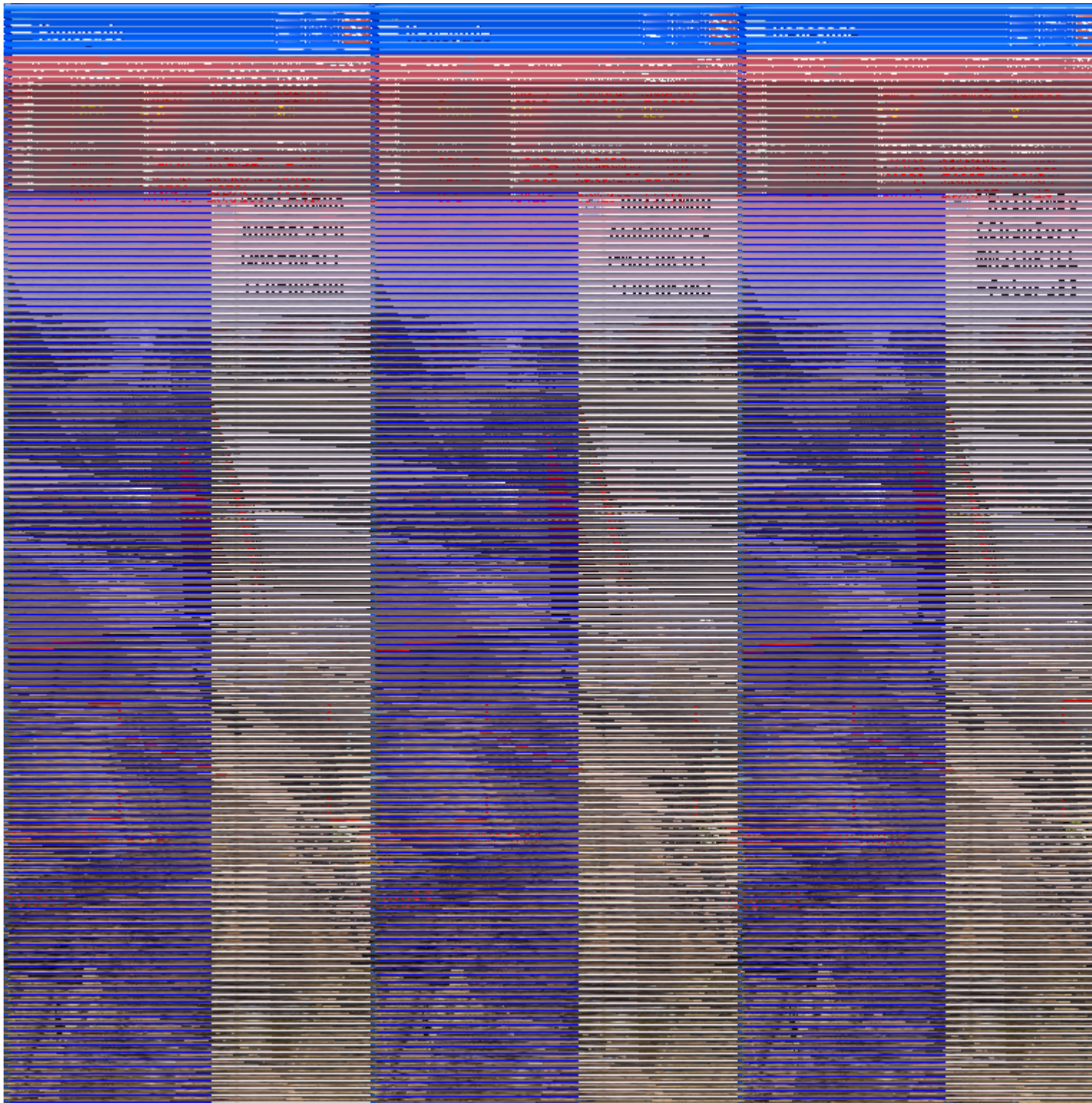
---

i took some in that server, but they messed up.

---

### File Attachments

1) [ScreenShot09.png](#), downloaded 384 times



---

Subject: Re: Yet another ss thread  
Posted by [jnz](#) on Fri, 20 Jul 2007 14:30:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

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.

---