
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

Renegade



```
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)



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

Renegade



```
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)

 start

mIRC - [#\$Bot-...]

23 Visual Studio...

new irc server ...

Renegade

2 Windows Ex...

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

Renegade



```
TimeManager::Update: warning, frame 116 was slow (6083 ms)
TimeManager::Update: warning, frame 117 was slow (123283 ms)
TimeManager::Update: warning, frame 118 was slow (4458 ms)
```

Ready

Dan

Camera (0.00,0.00,80.00)



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

Renegade



[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Beam)
[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Beam)
[21:12] * SBot1 has quit IRC (Excess Flood)
[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Beam)
[21:12] * SBot0 has quit IRC (Excess Flood)



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

Renegade



```
TimeManager::Update: warning, frame 97 was slow (5276 ms)
TimeManager::Update: warning, frame 98 was slow (108203 ms)
TimeManager::Update: warning, frame 99 was slow (907710 ms)
```

Ready

Dan

Camera (0.00,0.00,80.00)



6) [lol4.png](#), downloaded 596 times

Renegade



Command ...

15 Wind...

7 Micros...

ssgm.ini - ...

mIRC - [#...]

Untitled - ...

7) momma2.png, downloaded 591 times

Renegade



[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Beam
[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Beam
[21:12] * SBot1 has quit IRC (Excess Flood)
[21:12] <SBot0> (AI Death): A Raveshaw was killed by futura83 (Nod Soldier / Nuclear Strike Beam
[21:12] * SBot0 has quit IRC (Excess Flood)



mIRC - [#\$Bot...

23 Visual Studio...

new irc server ...

Renegade

2 Windows Ex...

8) momma.png, downloaded 572 times

Renegade



[21:12] <SBot0> (AI Death): A Ravesaw was killed by futura83 (Nod Soldier / Nuclear Strike Bea
[21:12] <SBot0> (AI Death): A Ravesaw was killed by futura83 (Nod Soldier / Nuclear Strike Bea
[21:12] * SBot1 has quit IRC (Excess Flood)
[21:12] <SBot0> (AI Death): A Ravesaw was killed by futura83 (Nod Soldier / Nuclear Strike Bea
[21:12] * SBot0 has quit IRC (Excess Flood)



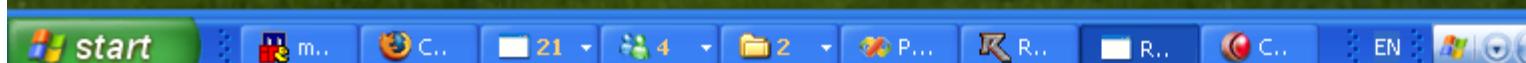
9) [oshit.png](#), downloaded 566 times

Renegade

FPS = 99, SFPS = 60, PING = 63, KBPS = 1934
Team 4 NID 6 GST 6. Payer 6. RoShamBo Score 1125

beast786 has left the game.
Clubber-L@ng killed TheBloodTerroR

Host: [FM] [H]5688[H] is ranked number 809 with a total of 58705 points out of 13667 players.



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



```
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)
```

Ready

Dan

Camera (0.00,0.00,80.00)

mIRC - [#SBot-...]

23 Visual Stu...

new irc server ...

 Renegade

2 Windows Ex...

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

Renegade



Subject: Re: Yet another ss thread

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

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

Hey mamy 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 23:17thats 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 05:14to make the tower all you do is spawn 50 mamies while standing in the same spot, and they fall ontop 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](#)

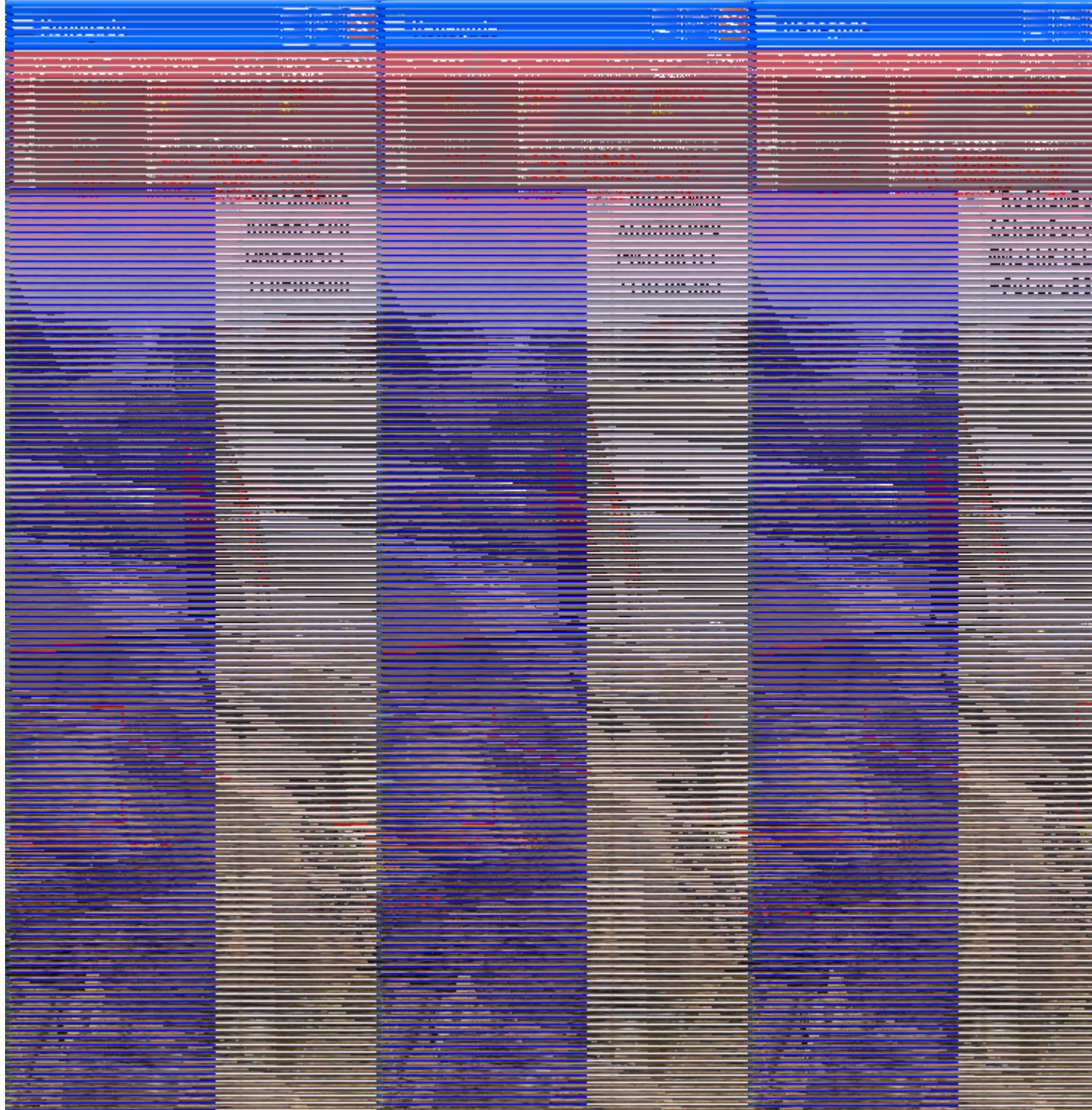
Nice screenies, lol.

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.
