
Subject: Crashing Renegade

Posted by [Gen_Blacky](#) on Sat, 10 Oct 2009 06:58:00 GMT

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<http://www.youtube.com/watch?v=DFm2XP-sNo8>

Subject: Re: Crashing Renegade

Posted by [Tupolev TU-95 Bear](#) on Sat, 10 Oct 2009 09:31:54 GMT

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lol just lol

btw was them buggy drivers drunk?

Subject: Re: Crashing Renegade

Posted by [ErroR](#) on Sat, 10 Oct 2009 09:33:38 GMT

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goliath35 wrote on Sat, 10 October 2009 12:31lol just lol

btw was them buggy drivers drunk?

that's the buggy brawl, last buggy wins

Subject: Re: Crashing Renegade

Posted by [Goztow](#) on Sat, 10 Oct 2009 09:56:32 GMT

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Needs more buggies.

Subject: Re: Crashing Renegade

Posted by [Omar007](#) on Sat, 10 Oct 2009 10:00:31 GMT

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Goztow wrote on Sat, 10 October 2009 11:56Needs more buggies.

and i lol'd xD

Subject: Re: Crashing Renegade

Posted by [Xylaquin](#) on Sat, 10 Oct 2009 10:53:33 GMT

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needs an ion cannon in the centre

Subject: Re: Crashing Renegade
Posted by [marcin205](#) on Sat, 10 Oct 2009 15:12:12 GMT
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Xylaquin wrote on Sat, 10 October 2009 05:53needs an ion cannon in the centre

lol megalag comming then

Subject: Re: Crashing Renegade
Posted by [Spoony](#) on Sat, 10 Oct 2009 21:52:57 GMT
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we did that to BR once, i think it's the only clanwar uded ever lost

Subject: Re: Crashing Renegade
Posted by [GEORGE ZIMMER](#) on Sat, 10 Oct 2009 21:55:33 GMT
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I remember doing something similar on the RP2 server awhile back, except with transport helicopters.

Since you could make vehicles with a command, I managed to make an entire flying fortress of transport helicopters (Stuck them all together and such).

After roughly 50-100 transports later, I used the destroyall admin command.

Shit was SO crash.

Subject: Re: Crashing Renegade
Posted by [Gen_Blacky](#) on Sun, 11 Oct 2009 21:52:57 GMT
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Goztow wrote on Sat, 10 October 2009 04:56Needs more buggies.

I tried i got the bowl half way full and then my game would crash.

Subject: Re: Crashing Renegade
Posted by [ErroR](#) on Mon, 12 Oct 2009 13:19:23 GMT
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Gen_Blacky wrote on Mon, 12 October 2009 00:52Goztow wrote on Sat, 10 October 2009 04:56Needs more buggies.

I tried i got the bowl half way full and then my game would crash.

that maybe because of collisions, try removing the collisions. It lacks a burning pit of doom tho.

Subject: Re: Crashing Renegade
Posted by [Gen_Blacky](#) on Mon, 12 Oct 2009 16:05:55 GMT
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ErroR wrote on Mon, 12 October 2009 08:19Gen_Blacky wrote on Mon, 12 October 2009 00:52Goztow wrote on Sat, 10 October 2009 04:56Needs more buggies.

I tried i got the bowl half way full and then my game would crash.

that maybe because of collisions, try removing the collisions. It lacks a burning pit of doom tho.

I did and i removed the emitters and added a vis system renegade cant support 1000 + objects i guess.

Subject: Re: Crashing Renegade
Posted by [Carrierll](#) on Mon, 12 Oct 2009 16:21:56 GMT
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Might be 1024, as that's a natural number for programmers.

Subject: Re: Crashing Renegade
Posted by [Gen_Blacky](#) on Mon, 12 Oct 2009 20:26:12 GMT
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try it for yourself

<http://www.filefront.com/14710163/buggymachine.zip>
