

---

Subject: Hum-vee !!!

Posted by [cncforever](#) on Fri, 30 Oct 2009 16:25:23 GMT

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

---

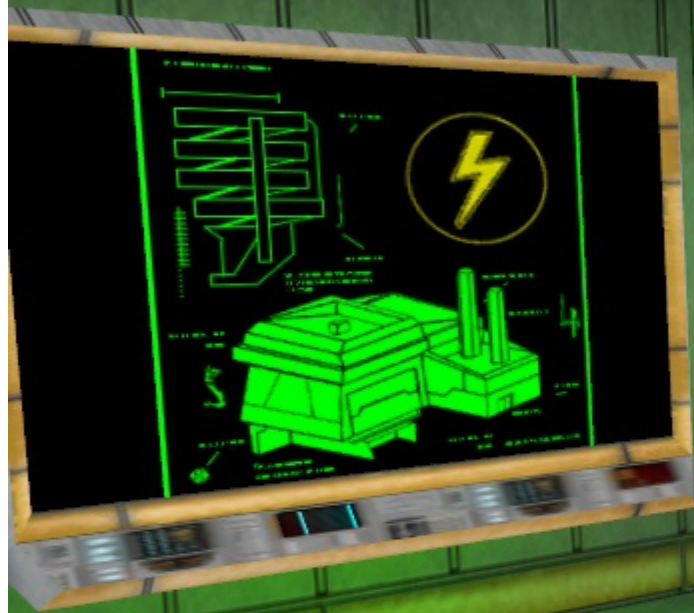
Wow.....

### File Attachments

---

1) [good.jpg](#), downloaded 1249 times

Host: [BR] hybx has been recommended by BRenBot: Defending the base  
ColdShot2 killed ZtH569  
Brazidus killed pastageni



Credits: 999

Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Fri, 30 Oct 2009 17:02:15 GMT

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

---

Nothing really special, seen and done this often enough....

---

Subject: Re: Hum-vee !!!

Posted by [Boofst0rm](#) on Sat, 31 Oct 2009 05:42:00 GMT

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

---

how long have you been playing renegade for?

---

Subject: Re: Hum-vee !!!

Posted by [Spyder](#) on Sat, 31 Oct 2009 10:59:50 GMT

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

---

Judging from his registration date here, I'd say a month.

---

Subject: Re: Hum-vee !!!

Posted by [cnc95fan](#) on Sat, 31 Oct 2009 11:35:53 GMT

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

---

Judging from his nickname, I'd say since the dawn of Tiberium!

---

Subject: Re: Hum-vee !!!

Posted by [Dreganius](#) on Sat, 31 Oct 2009 11:50:51 GMT

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

---

His nickname is Hobrad3.

---

Subject: Re: Hum-vee !!!

Posted by [cnc95fan](#) on Sat, 31 Oct 2009 11:58:32 GMT

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

---

I was referring to his forum one

---

Subject: Re: Hum-vee !!!

Posted by [Dreganius](#) on Sat, 31 Oct 2009 14:53:57 GMT

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

---

Oh I knew that full well. I was simply stating that he's a fraud. And I also know that you were making a joke. I'm just being serious because THE INTERNET IS rather important, I agree PEOPLE.

---

---

Subject: Re: Hum-vee !!!  
Posted by [R315r4z0r](#) on Sat, 31 Oct 2009 16:35:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oh, wow! Awesome!

---

---

Subject: Re: Hum-vee !!!  
Posted by [ChewML](#) on Sat, 31 Oct 2009 17:41:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

can u teach me how 2 do dis?

---

---

Subject: Re: Hum-vee !!!  
Posted by [slosha](#) on Sat, 31 Oct 2009 18:33:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chew wrote on Sat, 31 October 2009 12:41can u teach me how 2 do dis?  
Very carefully

---

---

Subject: Re: Hum-vee !!!  
Posted by [Altzan](#) on Sat, 31 Oct 2009 22:31:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*cough\*screenshotthread\*cough\*

---

---

Subject: Re: Hum-vee !!!  
Posted by [GEORGE ZIMMER](#) on Sat, 31 Oct 2009 22:38:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That'd actually be hilarious to stop an infantry rush on the WF by having humvees sitting in there camping the MCT.

---

---

Subject: Re: Hum-vee !!!  
Posted by [Spyder](#) on Sat, 31 Oct 2009 22:42:54 GMT

---

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

---

GEORGE ZIMMER wrote on Sat, 31 October 2009 23:38 That'd actually be hilarious to stop an infantry rush on the WF by having humvees sitting in there camping the MCT.

To be honest with you, I once guarded an ion inside of the Nod Airstrip by parking a humm-vee in front of it and flaming the purchase terminals

---

---

Subject: Re: Hum-vee !!!

Posted by [JohnDoe](#) on Sun, 01 Nov 2009 09:33:51 GMT

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

---

Humvee in Field tunnel > Renforums

---

---

Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Sun, 01 Nov 2009 12:12:06 GMT

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

---

JohnDoe wrote on Sun, 01 November 2009 10:33 Humvee in Field tunnel > Renforums

---

---

Subject: Re: Hum-vee !!!

Posted by [JohnDoe](#) on Sun, 01 Nov 2009 19:22:35 GMT

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

---

That was quick...

---

---

Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Sun, 01 Nov 2009 22:29:37 GMT

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

---

JohnDoe wrote on Sun, 01 November 2009 20:22 That was quick...

Actually more like, you where slow, that picture has been on our site since somewhere 2006/2007 I guess.

---

---

Subject: Re: Hum-vee !!!

Posted by [JohnDoe](#) on Mon, 02 Nov 2009 08:48:34 GMT

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

---

How should I know/care? Weirdo...

---

---

Subject: Re: Hum-vee !!!

Posted by [ErroR](#) on Tue, 03 Nov 2009 18:46:23 GMT

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

---

Driving a humvee in a ref full of repairing techs is fun. also this

### File Attachments

---

1) [ScreenShot23.png](#), downloaded 631 times



---

Subject: Re: Hum-vee !!!

Posted by [zeratul](#) on Tue, 03 Nov 2009 21:32:49 GMT

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

---

ErroR wrote on Tue, 03 November 2009 12:46Driving a humvee in a ref full of repairing techs is fun. also this

ive seen that before

---

---

Subject: Re: Hum-vee !!!  
Posted by [ErroR](#) on Wed, 04 Nov 2009 09:58:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Tue, 03 November 2009 23:32ErroR wrote on Tue, 03 November 2009 12:46Driving a humvee in a ref full of repairing techs is fun. also this

ive seen that before  
srsly?

---

---

Subject: Re: Hum-vee !!!  
Posted by [EvilWhiteDragon](#) on Wed, 04 Nov 2009 11:12:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ErroR wrote on Wed, 04 November 2009 10:58Zeratul wrote on Tue, 03 November 2009 23:32ErroR wrote on Tue, 03 November 2009 12:46Driving a humvee in a ref full of repairing techs is fun. also this  
\*image\*

ive seen that before  
srsly?  
Beat this:

And this in particular:

Click on the images to see the full version

---

---

Subject: Re: Hum-vee !!!  
Posted by [JohnDoe](#) on Wed, 04 Nov 2009 11:27:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Those are not legit...

---

---

Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Wed, 04 Nov 2009 13:26:16 GMT

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

---

JohnDoe wrote on Wed, 04 November 2009 12:27Those are not legit...

Define legit. I can demonstrate it on the BlackIntel.org server, if you want. (And TT on my renegade install works again)

---

Subject: Re: Hum-vee !!!

Posted by [JohnDoe](#) on Wed, 04 Nov 2009 15:24:52 GMT

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

---

I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.

---

Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Wed, 04 Nov 2009 15:34:52 GMT

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

---

JohnDoe wrote on Wed, 04 November 2009 16:24I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.

Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

---

Subject: Re: Hum-vee !!!

Posted by [JohnDoe](#) on Wed, 04 Nov 2009 16:09:10 GMT

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

---

EvilWhiteDragon wrote on Wed, 04 November 2009 09:34JohnDoe wrote on Wed, 04 November 2009 16:24I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.

Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

Hehe good guess on my behalf...to be honest, I have no idea how you did that. How does it work? Some type of server side code?

---

Subject: Re: Hum-vee !!!

Posted by [EvilWhiteDragon](#) on Thu, 05 Nov 2009 10:02:08 GMT

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

---

JohnDoe wrote on Wed, 04 November 2009 17:09 EvilWhiteDragon wrote on Wed, 04 November 2009 09:34 JohnDoe wrote on Wed, 04 November 2009 16:24 I don't play Renegade anymore, but if it were 2003 and 1.037 just came out and I logged on WOL and set up a dedicated server for you and your buddies to play around, there wouldn't be any Mammoths stacked on a tree or Harvesters on the mesa.

Fair enough, we didn't have that in 2003, but we did in 2005 or 2006.

Hehe good guess on my behalf...to be honest, I have no idea how you did that. How does it work? Some type of server side code?

Partially, we got code to teleport, and code which teleports you up a little bit. When you collide with something when you teleport up, then you can get stuck. That way you can 'climb' trees or whatever . The teleport was useful to get more mammoths on there though.

We designed this to be able (as player) to get 'unstuck' when you or your vehicle got in an rene glitch

---