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Subject: Deadeye in a gilley suit?  
Posted by [Viking](#) on Fri, 31 Mar 2006 01:28:43 GMT  
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If I make it will anyone use it?

Cus i just was thinkin bout it and it sounds cool in my head!

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Subject: Re: Deadeye in a gilley suit?  
Posted by [idebo](#) on Fri, 31 Mar 2006 15:38:39 GMT  
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Seriously. What the fuck.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Mad Ivan](#) on Fri, 31 Mar 2006 15:44:00 GMT  
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whats a "gilley"?

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Toolstyle](#) on Fri, 31 Mar 2006 19:12:03 GMT  
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[http://www.donkerstudio.org/images/picture\\_gallery/elias/dee\\_r1.jpg](http://www.donkerstudio.org/images/picture_gallery/elias/dee_r1.jpg)

A gilley suit.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Dethdeath](#) on Fri, 31 Mar 2006 22:05:24 GMT  
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You'd probably have to change the model for that, and the w3d file could cause problems with RenGuard.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [htmlgod](#) on Sun, 02 Apr 2006 22:35:27 GMT  
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It's spelled ghillie, and yes, you would definitely have to change the model for that.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [terminator 101](#) on Mon, 03 Apr 2006 02:48:12 GMT  
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Looks pretty good, but I do not think that it would look very good in game.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Toolstyle](#) on Mon, 03 Apr 2006 16:47:27 GMT  
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htmlgod wrote on Sun, 02 April 2006 23:35It's spelled ghillie

<http://www.vincepinto.com/misc/3/camo.jpg>

XD. This is what I got when I looked for "ghillie suit" on google.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Aprime](#) on Mon, 03 Apr 2006 20:11:08 GMT  
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Ew, I just pictured Deadeye wearing this.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Shadow2256](#) on Mon, 03 Apr 2006 23:03:03 GMT  
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I would also say it is impossible to do without re-editing the w3d. Definitely incompatible with renguard, unless they were to add it to the allow list.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Aprime](#) on Tue, 04 Apr 2006 01:42:41 GMT  
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I think that's pretty obvious to most people here.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [ghost](#) on Tue, 04 Apr 2006 01:57:34 GMT  
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I like the idea but ive seen similar skins and they turned out crapped when the graphics is turned

down on ones PC.

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Subject: Re: Deadeye in a gilley suit?

Posted by [Viking](#) on Wed, 05 Apr 2006 03:07:52 GMT

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No I was talkin bout changin the W3D and I dont have renguard cus it sux and makes it says u have viruses n its annoying...

I mean somthing like this...

[http://barnens.pp.se/multimedia/2004/ea/bilder/joint\\_operations06.jpg](http://barnens.pp.se/multimedia/2004/ea/bilder/joint_operations06.jpg)

in Joint Ops the suits have a buncha little alphas in um it is kinds how i was gonna do it...

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Subject: Re: Deadeye in a gilley suit?

Posted by [Shadow2256](#) on Wed, 05 Apr 2006 03:29:44 GMT

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you are still gonna need to change the w3d because otherwise it won't look very good.

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Subject: Re: Deadeye in a gilley suit?

Posted by [Viking](#) on Wed, 05 Apr 2006 04:39:35 GMT

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I KNOW I WOULD HAVE TO CHANGE IT JEEZ!

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Subject: Re: Deadeye in a gilley suit?

Posted by [Shadow2256](#) on Wed, 05 Apr 2006 12:55:06 GMT

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My bad i was half asleep when I wrote that. Yea real sorry.

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Subject: Re: Deadeye in a gilley suit?

Posted by [Dave Mason](#) on Wed, 05 Apr 2006 13:12:18 GMT

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You'll have to change the w3d to do that.

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Subject: Re: Deadeye in a gilley suit?  
Posted by [Aprime](#) on Wed, 05 Apr 2006 23:46:52 GMT  
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Also sex.

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