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Subject: Release : Missiles

Posted by [Di3HardNL](#) on Sun, 12 Oct 2008 18:17:09 GMT

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Yo, here are new missiles which i just made for GDI and nod.

Works online

download link below screenshots.

Enjoy

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### File Attachments

1) [Di3 Missles.rar](#), downloaded 440 times

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Subject: Re: Release : Missiles

Posted by [cAmpa](#) on Sun, 12 Oct 2008 18:27:20 GMT

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Wow i like this, great work.

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Subject: Re: Release : Missiles

Posted by [Starbuzz](#) on Sun, 12 Oct 2008 18:33:26 GMT

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Excellent work mate!

EDIT: Just tried in-game; it's sort of advantage but I don't like it as in big firefights, these colored trails block vision.

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Subject: Re: Release : Missiles

Posted by [samous](#) on Sun, 12 Oct 2008 18:52:58 GMT

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DANG! AWSOME JOB! (kinda an advantadge skin, but o well)

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Subject: Re: Release : Missiles

Posted by [mr£Ä\\$Ä-z](#) on Sun, 12 Oct 2008 19:08:59 GMT

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FUCK OFF WITH ADVANTAGE SKINS NOONE CARES ABOUT THAT

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Subject: Re: Release : Missiles  
Posted by [samous](#) on Sun, 12 Oct 2008 19:19:01 GMT  
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The first time i even said anything about a skin being an advantadge, i get yelled at.

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Subject: Re: Release : Missiles  
Posted by [Ethenal](#) on Sun, 12 Oct 2008 19:19:21 GMT  
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Subject: Re: Release : Missiles  
Posted by [samous](#) on Sun, 12 Oct 2008 19:21:10 GMT  
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did you mess up?

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Subject: Re: Release : Missiles  
Posted by [bisen11](#) on Sun, 12 Oct 2008 21:15:45 GMT  
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Well advantage skin would imply that it gives you an advantage over other players that don't have it. I don't really see an advantage to this.

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Subject: Re: Release : Missiles  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 12 Oct 2008 21:25:35 GMT  
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That was just a Note to everyone.

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Subject: Re: Release : Missiles  
Posted by [danpaul88](#) on Sun, 12 Oct 2008 21:46:30 GMT  
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You don't see an advantage in being able to trace a shot back to the person who fired it? In that case you need your head examining, of COURSE it's an advantage, it makes it incredibly easy to track a shell back to the unit that fired it, and to see the direction of any shell in the game at a glance. The normal trails are much less obvious.

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Subject: Re: Release : Missiles  
Posted by [bisen11](#) on Sun, 12 Oct 2008 22:48:49 GMT  
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I can say that I've played enough Renegade that I hardly ever have trouble figuring out where a vehicle is shooting at me from.

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Subject: Re: Release : Missiles  
Posted by [anant](#) on Mon, 13 Oct 2008 00:30:40 GMT  
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I have rockets SIMULAR to these. They are for: stank, mrls, gunner, rocker soldier, ummm...all things that shoot missiles.  
here

here is the link <http://www.freewebs.com/cnc-renegade/mixedskins.htm>  
CALLED:SRAEN NEW MISSLES

#### File Attachments

1) [bullets.bmp](#), downloaded 1591 times

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Subject: Re: Release : Missiles  
Posted by [u6795](#) on Mon, 13 Oct 2008 00:44:59 GMT  
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RENEGADE FORUMS: POST UR CHEETZ!

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Subject: Re: Release : Missiles  
Posted by [liquidv2](#) on Mon, 13 Oct 2008 05:10:35 GMT  
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if you lose a game because someone has a colored rocket trail you fucking suck at renegade  
  
good work man

---

---

Subject: Re: Release : Missiles  
Posted by [anant](#) on Mon, 13 Oct 2008 06:07:16 GMT  
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---

liquidv2 wrote on Mon, 13 October 2008 00:10 if you lose a game because someone has a colored rocket trail you fucking suck at renegade

good work man  
rofl so ture

---

---

Subject: Re: Release : Missiles  
Posted by [Goztow](#) on Mon, 13 Oct 2008 06:46:26 GMT  
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liquidv2 wrote on Mon, 13 October 2008 07:10if you lose a game because someone has a colored rocket trail you fucking suck at renegade

good work man  
In tight games, winning or loosing a game will often be decided by small elements. Advantage skins can of course be one of them. This is an obvious advantage skin to me.

---

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Subject: Re: Release : Missiles  
Posted by [Di3HardNL](#) on Mon, 13 Oct 2008 13:47:38 GMT  
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thanks for the comments,  
its indeed true that its a bit advantage, but i think it looks cool so i dont care

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Subject: Re: Release : Missiles  
Posted by [cAmpa](#) on Mon, 13 Oct 2008 17:26:57 GMT  
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Di3HardNL wrote on Mon, 13 October 2008 15:47thanks for the comments,  
its indeed true that its a bit advantage, but i think it looks cool so i dont care

Correct

---

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Subject: Re: Release : Missiles  
Posted by [R315r4z0r](#) on Mon, 13 Oct 2008 17:36:08 GMT  
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I don't think it is an advantage skin... I have 0% trouble tracking shells or weapon discharges in the game currently. Adding this in would have absolutely no effect on game play at all, in my opinion.

I don't use any custom skins myself, but I still don't see this as an advantage, therefore I welcome others to use it against me.

---

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Subject: Re: Release : Missiles  
Posted by [Omar007](#) on Mon, 13 Oct 2008 18:43:23 GMT  
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R315r4z0r wrote on Mon, 13 October 2008 19:36I don't think it is an advantage skin... I have 0% trouble tracking shells or weapon discharges in the game currently. Adding this in would have absolutely no effect on game play at all, in my opinion.

I don't use any custom skins myself, but I still don't see this as an advantage, therefore I welcome others to use it against me.

I completely agree.

I have no custom skins either. Only originals. Tracking shells is easy already so i don't care whether it's used or not.

I really don't get the advantage of this. Only for beginners maybe

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Subject: Re: Release : Missiles  
Posted by [liquidv2](#) on Thu, 16 Oct 2008 02:05:06 GMT  
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that's fine, i believe it is a disadvantage skin versus an advantage skin because it distracts you with bright pretty colors all over the screen

stupid argument to counter your stupid argument

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Subject: Re: Release : Missiles  
Posted by [LiL KiLLa](#) on Thu, 16 Oct 2008 16:32:23 GMT  
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Well... perfect job Mark

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Subject: Re: Release : Missiles  
Posted by [ErroR](#) on Thu, 16 Oct 2008 17:32:12 GMT  
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nice arty btw

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Subject: Re: Release : Missiles  
Posted by [Cranberry](#) on Sun, 18 Jan 2009 13:54:24 GMT  
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Looks very nice

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Subject: Re: Release : Missiles  
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 14:17:12 GMT  
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I agree

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Subject: Re: Release : Missiles  
Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:21:20 GMT  
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Di3HardNL wrote on Sun, 18 January 2009 15:17: I agree  
Have you released that arty somewhere??

---

---

Subject: Re: Release : Missiles  
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 14:39:51 GMT  
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it has been made by STEREOSQUIRREL

here link to the skin for arty.

#### File Attachments

1) [v\\_nod\\_artillery.dds](#), downloaded 182 times

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Subject: Re: Release : Missiles  
Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:47:06 GMT  
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Oh nice! Tyvm

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Subject: Re: Release : Missiles  
Posted by [DarkKnight](#) on Sun, 18 Jan 2009 15:52:05 GMT  
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bisen11 wrote on Mon, 13 October 2008 00:48: I can say that I've played enough Renegade that I hardly ever have trouble figuring out where a vehicle is shooting at me from.

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Subject: Re: Release : Missiles  
Posted by [BlueThen](#) on Sun, 18 Jan 2009 17:02:41 GMT

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Ok, so we've established that it isn't an advantage skin....

Looks pretty nice, btw.

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Subject: Re: Release : Missiles  
Posted by [slosha](#) on Mon, 19 Jan 2009 02:57:20 GMT  
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well i really like this skin.. as for the advantage, it's clearly one but probably not intended for that.. as for cheats and advantage skins as well, the usage of them should be up to the server don't you think? Sharing cheats/advantages aren't cheating when you tell people about them are they? It's up to the player to download them and use them.. that's why i think stuff like this shouldn't get delete as they have in the past..

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Subject: Re: Release : Missiles  
Posted by [Goztow](#) on Mon, 19 Jan 2009 07:29:33 GMT  
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2GLOCK9S wrote on Mon, 19 January 2009 03:57well i really like this skin.. as for the advantage, it's clearly one but probably not intended for that.. as for cheats and advantage skins as well, the usage of them should be up to the server don't you think? Sharing cheats/advantages aren't cheating when you tell people about them are they? It's up to the player to download them and use them.. that's why i think stuff like this shouldn't get delete as they have in the past.. As there's no way to check if someone is using them yet, your complete argument becomes invalid, of course.

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Subject: Re: Release : Missiles  
Posted by [Muad Dib15](#) on Thu, 22 Jan 2009 19:23:00 GMT  
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---

Darkknight wrote on Sun, 18 January 2009 09:52bisen11 wrote on Mon, 13 October 2008 00:48I can say that I've played enough Renegade that I hardly ever have trouble figuring out where a vehicle is shooting at me from.

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Subject: Re: Release : Missiles  
Posted by [Sir Kane](#) on Tue, 27 Jan 2009 17:04:08 GMT  
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---

I present to you my precious opinion:  
This looks shit.

---

---

Subject: Re: Release : Missiles  
Posted by [LiL KiLLa](#) on Tue, 27 Jan 2009 17:26:00 GMT  
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---

make it better

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Subject: Re: Release : Missiles  
Posted by [Killah314](#) on Fri, 29 May 2009 05:26:42 GMT  
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---

The gdi mammi shoots red shells. Could you fix this so that it is yellow?

---

---

Subject: Re: Release : Missiles  
Posted by [Di3HardNL](#) on Fri, 29 May 2009 07:44:10 GMT  
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hmm don't think so, because it uses the same model as nod's shell.

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