
Subject: Release : Missiles

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

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

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

Works online

download link below screenshots.

Enjoy

File Attachments

1) [Di3 Missles.rar](#), downloaded 427 times

Subject: Re: Release : Missiles

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

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

Wow i like this, great work.

Subject: Re: Release : Missiles

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

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

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.

Subject: Re: Release : Missiles

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

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

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

Subject: Re: Release : Missiles

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

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

FUCK OFF WITH ADVANTAGE SKINS NOONE CARES ABOUT THAT

Subject: Re: Release : Missiles
Posted by [samous](#) on Sun, 12 Oct 2008 19:19:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

The first time i even said anything about a skin being an advantadge, i get yelled at.

Subject: Re: Release : Missiles
Posted by [Ethenal](#) on Sun, 12 Oct 2008 19:19:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Release : Missiles
Posted by [samous](#) on Sun, 12 Oct 2008 19:21:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

did you mess up?

Subject: Re: Release : Missiles
Posted by [bisen11](#) on Sun, 12 Oct 2008 21:15:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Release : Missiles
Posted by [mr£Ä\\$Ä-z](#) on Sun, 12 Oct 2008 21:25:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

That was just a Note to everyone.

Subject: Re: Release : Missiles
Posted by [danpaul88](#) on Sun, 12 Oct 2008 21:46:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Release : Missiles
Posted by [bisen11](#) on Sun, 12 Oct 2008 22:48:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Release : Missiles
Posted by [anant](#) on Mon, 13 Oct 2008 00:30:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 1547 times

Subject: Re: Release : Missiles
Posted by [u6795](#) on Mon, 13 Oct 2008 00:44:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

RENEGADE FORUMS: POST UR CHEETZ!

Subject: Re: Release : Missiles
Posted by [liquidv2](#) on Mon, 13 Oct 2008 05:10:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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

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.

Subject: Re: Release : Missiles
Posted by [Di3HardNL](#) on Mon, 13 Oct 2008 13:47:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks for the comments,
its indeed true that its a bit advantage, but i think it looks cool so i dont care

Subject: Re: Release : Missiles
Posted by [cAmpa](#) on Mon, 13 Oct 2008 17:26:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Release : Missiles
Posted by [R315r4z0r](#) on Mon, 13 Oct 2008 17:36:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Release : Missiles
Posted by [Omar007](#) on Mon, 13 Oct 2008 18:43:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Release : Missiles
Posted by [liquidv2](#) on Thu, 16 Oct 2008 02:05:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Release : Missiles
Posted by [LiL KiLLa](#) on Thu, 16 Oct 2008 16:32:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well... perfect job Mark

Subject: Re: Release : Missiles
Posted by [ErroR](#) on Thu, 16 Oct 2008 17:32:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice arty btw

Subject: Re: Release : Missiles
Posted by [Cranberry](#) on Sun, 18 Jan 2009 13:54:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks very nice

Subject: Re: Release : Missiles
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 14:17:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree

Subject: Re: Release : Missiles
Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:21:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

it has been made by STEREOSQUIRREL

here link to the skin for arty.

File Attachments

1) [v_nod_artillery.dds](#), downloaded 176 times

Subject: Re: Release : Missiles
Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:47:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh nice! Tyvm

Subject: Re: Release : Missiles
Posted by [DarkKnight](#) on Sun, 18 Jan 2009 15:52:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

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

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

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

Looks pretty nice, btw.

Subject: Re: Release : Missiles
Posted by [slosha](#) on Mon, 19 Jan 2009 02:57:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

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..

Subject: Re: Release : Missiles
Posted by [Goztow](#) on Mon, 19 Jan 2009 07:29:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Release : Missiles
Posted by [Muad Dib15](#) on Thu, 22 Jan 2009 19:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Release : Missiles
Posted by [Sir Kane](#) on Tue, 27 Jan 2009 17:04:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

make it better

Subject: Re: Release : Missiles
Posted by [Killah314](#) on Fri, 29 May 2009 05:26:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

hmm don't think so, because it uses the same model as nod's shell.
