
Subject: [skin]Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Thu, 20 Nov 2008 18:48:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Check out my newest modification, I hope you like what you see!

Thanks to Scrin for making the video for me

-----> <http://www.youtube.com/watch?v=mbGP7pl-KHo>

DOWNLOADLINK -> <http://ren.game-maps.net/index.php?action=file&id=1283>

NEW : the same interior for the NOD refinery, but with some changes.

Download the files in my attachment below screenshot. I have animated a damage stage as you can see.

Note : You must have the GDI Refinery (texture) files in your data, otherwise it is missing textures

File Attachments

1) [Nod Refinery.rar](#), downloaded 316 times

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Scrin](#) on Thu, 20 Nov 2008 18:51:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

markyyyyyy!, its cool

Subject: Re: NEW Tiberium Refinery Interior
Posted by [LiL KiLLa](#) on Thu, 20 Nov 2008 19:03:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool idead, nice video.

Well Doneeeee!!!

Subject: Re: NEW Tiberium Refinery Interior
Posted by [BLÃ»Îµl4Î²ÃªL](#) on Thu, 20 Nov 2008 19:04:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hahaha, thats some dope sh*t right there mate!

Really cool, keep up the good work.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Scrin](#) on Thu, 20 Nov 2008 19:18:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

lul...
and why this dude browsing Goztow's profile O_0

Subject: Re: NEW Tiberium Refinery Interior
Posted by [LiL KiLLa](#) on Thu, 20 Nov 2008 19:22:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

he want his msn

Subject: Re: NEW Tiberium Refinery Interior
Posted by [ErroR](#) on Thu, 20 Nov 2008 19:51:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

the others were so so but this one IS VERY COOL! i will download it right away!(when it's released) and u use my syd skin

Subject: Re: NEW Tiberium Refinery Interior
Posted by [ErroR](#) on Thu, 20 Nov 2008 19:52:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

RAWR DOBULE POST WRONG BUTTON!

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Thu, 20 Nov 2008 23:29:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice
post it man! gg
can u post heli blades?
And heli rectilce
thanks! di3 ftw

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Reaver11](#) on Thu, 20 Nov 2008 23:35:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is very nice

Good job DieHard!!!

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Altzan](#) on Fri, 21 Nov 2008 00:17:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

AWESOME

I thought u were going to fall into the tiberium, lol.

Very awesome work Diehard!

Subject: Re: NEW Tiberium Refinery Interior
Posted by [cAmpa](#) on Fri, 21 Nov 2008 00:22:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aye looks cool, except the cheat doors.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Fri, 21 Nov 2008 00:37:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

wtf doors=cheats?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [samous](#) on Fri, 21 Nov 2008 00:42:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

awsome, make an exterior now, plz?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Genesis2001](#) on Fri, 21 Nov 2008 02:18:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doors aren't cheats imo...

Anyway, Nice work on the interior!

Subject: Re: NEW Tiberium Refinery Interior
Posted by [R315r4z0r](#) on Fri, 21 Nov 2008 02:23:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

He means you can see through the doors where as the normal ones you can't.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Genesis2001](#) on Fri, 21 Nov 2008 02:26:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

:\

Still don't consider that a cheat, lol..

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Fri, 21 Nov 2008 02:42:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zack wrote on Thu, 20 November 2008 20:26:\

Still don't consider that a cheat, lol..

Subject: Re: NEW Tiberium Refinery Interior
Posted by [cAmpa](#) on Fri, 21 Nov 2008 02:47:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Still don't consider that a cheat, lol..

LoL ok, i will create me glass buildings and glass walls.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Fri, 21 Nov 2008 03:04:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

cAmpa wrote on Thu, 20 November 2008 20:47Quote:Still don't consider that a cheat, lol..

LoL ok, i will create me glass buildings and glass walls.
go ahead...BAN INC!
how do doors allow u to cheat? u can barley see throught em
stfu, your wrong, they are not cheats

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Lone0001](#) on Fri, 21 Nov 2008 03:22:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doors you can see through are too much of an advantage to be considered as a simple "advantage" skin, this is a cheat because you can see anything on the other side of them(for example: mines, nukes/ions, other people), I do agree this is a cheat and this should be blocked, anyone who thinks this is not a cheat can't be thinking being able to see stealthed units is a cheat, which it is.

PS. If you don't see this as a cheat then, A) you are a cheater or B) you need to get your head checked.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [_SSnipe_](#) on Fri, 21 Nov 2008 03:30:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Thu, 20 November 2008 19:22Doors you can see through are too much of an advantage to be considered as a simple "advantage" skin, this is a cheat because you can see anything on the other side of them(for example: mines, nukes/ions, other people), I do agree this is a cheat and this should be blocked, anyone who thinks this is not a cheat can't be thinking being able to see stealthed units is a cheat, which it is.

PS. If you don't see this as a cheat then, A) you are a cheater or B) you need to get your head checked.

i agree its no diffrenet then wall hacks but well....door hacks?

anyways any mod,skin anyhting that helps you have even a little advantage is an advantage mod or skin,,,,if its to extreme then it can and most likely a hack but not the kind people expect even tho it looks cool I hope TT patch can block them

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Gen_Blacky](#) on Fri, 21 Nov 2008 03:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

you need to finish it , the walls are black

Subject: Re: NEW Tiberium Refinery Interior
Posted by [YazooGang](#) on Fri, 21 Nov 2008 03:38:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

awesome stuff

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Canadacdn](#) on Fri, 21 Nov 2008 04:00:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

A notice to all Renegade forums posters: don't ever post skins/changed models on here, people will immediately call it cheats and attack you left and right for it, regardless of how awesome the work is.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [_SSnipe_](#) on Fri, 21 Nov 2008 04:05:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Thu, 20 November 2008 20:00A notice to all Renegade forums posters: don't ever post skins/changed models on here, people will immediately call it cheats and attack you left and right for it, regardless of how awesome the work is.
Its awesome but a cheat in my eyes

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Fri, 21 Nov 2008 04:10:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

SO FUCKING TRUE
filled with n00bs here

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Fri, 21 Nov 2008 07:36:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 20 November 2008 21:35you need to finish it , the walls are black
its because of the lightmapping it looked best when they were very very dark.

thanks for all replys

Subject: Re: NEW Tiberium Refinery Interior
Posted by [cAmpa](#) on Fri, 21 Nov 2008 08:52:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:go ahead...BAN INC!
how do doors allow u to cheat? u can barley see throught em
stfu, your wrong, they are not cheats Rolling Eyes

Quote:SO FUCKING TRUE
filled with n00bs here

haha and what are you?

Quote:A notice to all Renegade forums posters: don't ever post skins/changed models on here, people will immediately call it cheats and attack you left and right for it, regardless of how awesome the work is.

It wasn't an attack, i like the door skin too.
Both works are looking awesome but wallhack is wallhack and i'm sure that these guys here can skin awesome doors without windows.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [mr£Ä\\$Ä-z](#) on Fri, 21 Nov 2008 11:23:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stop crying about some fucking skins, DONT USE THEM IF YOU DONT LIKE IT! Stop crying like a small BitchGirl about every fuck skin

And you did an Awesome work Di3, cant wait for your next work

Subject: Re: NEW Tiberium Refinery Interior
Posted by [ErroR](#) on Fri, 21 Nov 2008 12:35:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Fri, 21 November 2008 13:23Stop crying about some fucking skins, DONT USE THEM IF YOU DONT LIKE IT! Stop crying like a small BitchGirl about every fuck skin

And you did an Awesome work Di3, cant wait for your next work

Subject: Re: NEW Tiberium Refinery Interior

Posted by [LR01](#) on Fri, 21 Nov 2008 12:54:35 GMT

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

are those emitters custom?

Subject: Re: NEW Tiberium Refinery Interior

Posted by [ArtyWh0re](#) on Fri, 21 Nov 2008 13:04:19 GMT

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

This is just amazing, very nice job.

Subject: Re: NEW Tiberium Refinery Interior

Posted by [Di3HardNL](#) on Fri, 21 Nov 2008 16:33:53 GMT

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

LR01 wrote on Fri, 21 November 2008 06:54are those emitters custom?

well, i edited an existed original renegade emitter.

Not that hard i just edited the size, lifetime and direction

Subject: Re: NEW Tiberium Refinery Interior

Posted by [LR01](#) on Fri, 21 Nov 2008 19:30:04 GMT

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

Di3HardNL wrote on Fri, 21 November 2008 17:33LR01 wrote on Fri, 21 November 2008 06:54are those emitters custom?

well, i edited an existed original renegade emitter.

Not that hard i just edited the size, lifetime and direction

yea, thought so,there good

I like the way you made the interior, it's refreshing, fits very well with the ref and NOD to, it's not standard, thats is what I like on it.

Subject: Re: NEW Tiberium Refinery Interior

Posted by [DrasticDR](#) on Sat, 22 Nov 2008 01:40:43 GMT

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

I like it but you forgot to put the download link.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Altzan](#) on Sat, 22 Nov 2008 06:01:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

DrasticDR wrote on Fri, 21 November 2008 19:40 I like it but you forgot to put the download link.

Maybe he doesn't want to share it just yet?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Genesis2001](#) on Sun, 23 Nov 2008 01:37:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lone0001 wrote on Thu, 20 November 2008 20:22 Doors you can see through are too much of an advantage to be considered as a simple "advantage" skin, this is a cheat because you can see anything on the other side of them (for example: mines, nukes/ions, other people), I do agree this is a cheat and this should be blocked, anyone who thinks this is not a cheat can't be thinking being able to see stealthed units is a cheat, which it is.

PS. If you don't see this as a cheat then, A) you are a cheater or B) you need to get your head checked.

@beacons: There are things called "sounds"; you can hear the beacon and thus know it's there...

@mines: If the person who mined the door-ways mined them correctly, then you wouldn't be able to see them even if you had doors with windows in them.

The only argument you can really argue is being able to see inside to know when someone is coming out. But, iirc, you can have your sound tuned just right to where you can hear foot steps.... So, that's not even an argument I can see...

Subject: Re: NEW Tiberium Refinery Interior
Posted by [zunnie](#) on Sun, 23 Nov 2008 14:51:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

You gonna make this public? So we can add it to game-maps downloads?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Scrin](#) on Sun, 23 Nov 2008 16:38:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Sun, 23 November 2008 08:51 You gonna make this public? So we can add it to game-maps downloads?

DONT DO IT!

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Sun, 23 Nov 2008 20:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrinoid wrote on Sun, 23 November 2008 10:38zunnie wrote on Sun, 23 November 2008 08:51You gonna make this public? So we can add it to game-maps downloads?
DONT DO IT!

I sended a PM with the files in it to IronWarrior.
so it will be online at game-maps.net soon. Depends on when he reads my pm and uploads it,

Mate, i think i can tell by myself if i upload my modeled work yes or no

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Scrin](#) on Sun, 23 Nov 2008 20:31:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sun, 23 November 2008 14:29Scrinoid wrote on Sun, 23 November 2008 10:38zunnie wrote on Sun, 23 November 2008 08:51You gonna make this public? So we can add it to game-maps downloads?
DONT DO IT!

I sended a PM with the files in it to IronWarrior.
so it will be online at game-maps.net soon. Depends on when he reads my pm and uploads it,

Mate, i think i can tell by myself if i upload my modeled work yes or no
sure, if only he puted your name under creator's nick

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Sun, 23 Nov 2008 20:56:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrinoid wrote on Sun, 23 November 2008 14:31Di3HardNL wrote on Sun, 23 November 2008 14:29Scrinoid wrote on Sun, 23 November 2008 10:38zunnie wrote on Sun, 23 November 2008 08:51You gonna make this public? So we can add it to game-maps downloads?
DONT DO IT!

I sended a PM with the files in it to IronWarrior.
so it will be online at game-maps.net soon. Depends on when he reads my pm and uploads it,

Mate, i think i can tell by myself if i upload my modeled work yes or no
sure, if only he puted your name under creator's nick

I'll look for his house if he doesnt

Subject: Re: NEW Tiberium Refinery Interior
Posted by [slosha](#) on Mon, 24 Nov 2008 04:15:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

where can i get it?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Mon, 24 Nov 2008 09:11:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

slosha69 wrote on Sun, 23 November 2008 22:15 where can i get it?

IronWarrior wrote on Sun, 23 November 2008 17:10
Roger got them now, they be up in a few days on game-maps.net.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [DarkKnight](#) on Mon, 24 Nov 2008 21:17:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

awesome job. hope you do all the buildings

Subject: Re: NEW Tiberium Refinery Interior
Posted by [mrÅ£Å\\$Å-z](#) on Mon, 24 Nov 2008 21:31:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sun, 23 November 2008 14:56 Scrinoid wrote on Sun, 23 November 2008 14:31
Di3HardNL wrote on Sun, 23 November 2008 14:29 Scrinoid wrote on Sun, 23 November 2008 10:38
zunnie wrote on Sun, 23 November 2008 08:51 You gonna make this public? So we can add it to game-maps downloads?
DONT DO IT!

I sended a PM with the files in it to IronWarrior.
so it will be online at game-maps.net soon. Depends on when he reads my pm and uploads it,

Mate, i think i can tell by myself if i upload my modeled work yes or no
sure, if only he puted your name under creator's nick

I'll look for his house if he doesnt

I cant stop laughing nice one lol, anyway did you check my Model on PR?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [DarkKnight](#) on Mon, 24 Nov 2008 21:37:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks awesome but you cant use it on servers that require renguard. unless you know a way around the w3d files?

Subject: Re: NEW Tiberium Refinery Interior
Posted by [IronWarrior](#) on Mon, 24 Nov 2008 23:53:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

All files uploaded now.

GDI Party Buildings: <http://ren.game-maps.net/index.php?action=file&id=1285>

GDI Ref: <http://ren.game-maps.net/index.php?action=file&id=1283>

GDI FunHouse Barracks: <http://ren.game-maps.net/index.php?action=file&id=1284>

All files have been added to Game-Maps.NET with new .exe and .zip file formats, please remember to rate the files and if you can, please take some time to leave a comment for the file at the forum.

Party Buildings are still being uploaded, be done in 20 minutes.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Tue, 25 Nov 2008 01:02:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

di3, thats sick
i got a problem with bar
the floor by doors (interior) and by the dance dance floor thing
i fall through it
please help
EDIT
REF WONT WORK FOR ME

Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Tue, 25 Nov 2008 01:51:28 GMT

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

EDIT

Fixed ref

3 problems/questions

1) mct (no skin der...)

2) underground wont appear until after

3) make the back wall (w/out pt's a bit easier to see

Do for NOD too?

File Attachments

1) [ground.bmp](#), downloaded 415 times

2) [walls just end....bmp](#), downloaded 413 times

Subject: Re: NEW Tiberium Refinery Interior

Posted by [IronWarrior](#) on Tue, 25 Nov 2008 02:25:33 GMT

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

What scripts are you using?

Subject: Re: NEW Tiberium Refinery Interior

Posted by [anant](#) on Tue, 25 Nov 2008 02:34:38 GMT

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

all up to 3.7.7 (new one w/ever it is) only like this on some maps

Subject: Re: NEW Tiberium Refinery Interior

Posted by [Genesis2001](#) on Tue, 25 Nov 2008 03:37:08 GMT

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

anant wrote on Mon, 24 November 2008 19:34all up to 3.7.7 (new one w/ever it is) only like this on some maps

LOL. I'm sure you mean 3.4.4... :\

Subject: Re: NEW Tiberium Refinery Interior

Posted by [DarkKnight](#) on Tue, 25 Nov 2008 07:22:24 GMT

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

it worked for me looked exactly like the video. just reinguard didnt like the w3d files.

Subject: Re: NEW Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Tue, 25 Nov 2008 13:24:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Mon, 24 November 2008 20:34all up to 3.7.7 (new one w/ever it is) only like this on some maps

I had that to, but it was only at one map. I believe it was Canyon and snow. But for all other maps it works perfect. (for me) And i couldnt find a way of fixing it for those 2 maps.

I'll make this for nod to!

Subject: Re: RELEASE - NEW Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Tue, 25 Nov 2008 14:10:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Allright, here it is for nod to. If anyone likes i could make the open part where you can see the sakura on another spot since the PT is in the way now. Also i have to change the mct skin for nod,

If anyone has more suggestions please tell!!!

File Attachments

1) [NOD Tiberium Ref interior.rar](#), downloaded 141 times

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Altzan](#) on Tue, 25 Nov 2008 14:49:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol, for nod you should put Havoc in the chair, not Sakura.

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Tue, 25 Nov 2008 23:11:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

make the wall (opposite side of pt wall) a bit brighter, i just see darkness mabye have a flikering light in with the sak/havoc

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Tue, 25 Nov 2008 23:29:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

For NOD I fall throught the floor

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Altzan](#) on Wed, 26 Nov 2008 00:10:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Tue, 25 November 2008 17:29For NOD I fall throught the floor

Same

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Vancer2](#) on Wed, 26 Nov 2008 00:28:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMFG SCRIN YOU HAVE GOT TO TELL ME HOW U GET UR SKINS FROM REBORN! Wow i want some reborn weapon skins

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosha](#) on Wed, 26 Nov 2008 03:29:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

:OOOOOOOOOOOOOO

that's so sexy.. i was hoping you/scrin would release it! thank u so much!

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [MGamer](#) on Wed, 26 Nov 2008 04:03:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vancer2 wrote on Tue, 25 November 2008 18:28OMFG SCRIN YOU HAVE GOT TO TELL ME HOW U GET UR SKINS FROM REBORN! Wow i want some reborn weapon skins you need permesse from the reborn team (idk if scrin have it o.o)

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosha](#) on Wed, 26 Nov 2008 04:09:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

when you walk into it, walls_flying is the only one i've seen this on). Field works, at least on gdi, and i've only tested those two maps.

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Wed, 26 Nov 2008 08:33:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey everyone, i posted it for nod without really testing it :s I'll post a good working version later today.

and do you mean this weapon? i converted it from reborn to renegade

File Attachments

1) [ScreenShot329.png](#), downloaded 147 times



Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [TankArmy5](#) on Wed, 26 Nov 2008 10:41:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

For Nod Ref fallen through down

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [ErroR](#) on Wed, 26 Nov 2008 14:51:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Wed, 26 November 2008 01:29For NOD I fall throught the floor
me 2 :S but i notice that one 1 map you don't and the nod ref mtc is gdi

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [samous](#) on Wed, 26 Nov 2008 18:57:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

what map?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [ErroR](#) on Wed, 26 Nov 2008 19:15:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

i can't remebmer i think hg

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosha](#) on Thu, 27 Nov 2008 02:27:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Wed, 26 November 2008 12:57what map?

nod ref in general doesn't work

OR

the skin/mod (w/e) is for all maps

whatever you mean't by that question ^^^^

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [anant](#) on Thu, 27 Nov 2008 02:58:08 GMT

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

Vancer2 wrote on Tue, 25 November 2008 18:28OMFG SCRIN YOU HAVE GOT TO TELL ME HOW U GET UR SKINS FROM REBORN! Wow i want some reborn weapon skins
What exactly is reborn?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [Genesis2001](#) on Thu, 27 Nov 2008 07:34:00 GMT

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

anant wrote on Wed, 26 November 2008 19:58Vancer2 wrote on Tue, 25 November 2008 18:28OMFG SCRIN YOU HAVE GOT TO TELL ME HOW U GET UR SKINS FROM REBORN!
Wow i want some reborn weapon skins
What exactly is reborn?

[Click here to download Reborn.](#)

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [Altzan](#) on Thu, 27 Nov 2008 16:50:41 GMT

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

I also noticed in the GDI ref you can jump in to where sakura is, not something you can normally do, so... DON'T DO IT ON SERVERS

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [Di3HardNL](#) on Thu, 27 Nov 2008 16:54:24 GMT

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

Altzan wrote on Thu, 27 November 2008 10:50I also noticed in the GDI ref you can jump in to where sakura is, not something you can normally do, so... DON'T DO IT ON SERVERS

You can jump into it in lan mode, but in internet you can't because you are not the host.

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [Altzan](#) on Thu, 27 Nov 2008 16:59:12 GMT

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

Di3HardNL wrote on Thu, 27 November 2008 10:54Altzan wrote on Thu, 27 November 2008 10:50I also noticed in the GDI ref you can jump in to where sakura is, not something you can

normally do, so... DON'T DO IT ON SERVERS

You can jump into it in lan mode, but in internet you can't because you are not the host.

Oh, right same for Party WF, on LAN my mammy's get stuck in the door but on servers they don't... thanks for pointing that out

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosha](#) on Thu, 27 Nov 2008 19:52:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

di3hard, can you make a fix for the nod tib plz?

maybe some more interiors

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Scrin](#) on Thu, 27 Nov 2008 19:58:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3 was busy, use gdi ref...

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Thu, 27 Nov 2008 20:07:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

yea sorry, i'll make it this weekend when i have time free

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosha](#) on Thu, 27 Nov 2008 21:40:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Thu, 27 November 2008 14:07yea sorry, i'll make it this weekend when i have time free

thanks

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Thu, 27 Nov 2008 23:22:40 GMT

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

slosa69 wrote on Thu, 27 November 2008 15:40Di3HardNL wrote on Thu, 27 November 2008 14:07yea sorry, i'll make it this weekend when i have time free

thanks

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosa](#) on Fri, 05 Dec 2008 03:36:00 GMT

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

any luck di3hard?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Fri, 05 Dec 2008 05:04:52 GMT

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

he told me he was busy with school and stuff
he says he will release it around sat-sun

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Fri, 05 Dec 2008 08:22:22 GMT

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

anant wrote on Thu, 04 December 2008 23:04he told me he was busy with school and stuff
he says he will release it around sat-sun

thats correct i will make sunday the deadline to release the nod interior

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Fri, 05 Dec 2008 21:23:15 GMT

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

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [slosa](#) on Sat, 06 Dec 2008 04:37:06 GMT

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

thx di3hard

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Sun, 07 Dec 2008 15:57:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

its almost finished, im fixing the last bugs

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Sun, 07 Dec 2008 17:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Allright its done! look my very very first post in this topic to download the NOD Refinery =)

File Attachments

1) [nodrefinery.PNG](#), downloaded 152 times



Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Sun, 07 Dec 2008 20:35:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Had a couple of PM's from people that wanted the character i used while taking the screenshots.

Its the engineer from old Reborn which i converted to the engineer in Renegade.

Enjoy

File Attachments

1) [Reborn Engeener \(Backpack\) Di3.rar](#), downloaded 71 times

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [samous](#) on Sun, 07 Dec 2008 20:36:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sun, 07 December 2008 12:35Had a couple of PM's from people that wanted the character i used while taking the screenshots.

Its the engineer from old Reborn which i converted to the engineer in Renegade.

Enjoy

awsome, thanks Di3

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Altzan](#) on Sun, 07 Dec 2008 20:48:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Havoc falling out of the bed is hilarious

EDIT: On LAN don't jump in where Havoc is, you'll fall through the floor

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [nikki6ixx](#) on Sun, 07 Dec 2008 21:04:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

That looks pretty cool. But what's with the dude in the tiberium pit; is he dead, or just chillin out?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [samous](#) on Sun, 07 Dec 2008 21:06:30 GMT

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

nikki6ixx wrote on Sun, 07 December 2008 13:04 That looks pretty cool. But what's with the dude in the tiberium pit; is he dead, or just chillin out?
Would you want to "chill out" in a tiberium pit?

BTW: nice avatar Di3, just noticed it, lol.

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [nikki6ixx](#) on Mon, 08 Dec 2008 00:28:12 GMT

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

samous wrote on Sun, 07 December 2008 15:06 nikki6ixx wrote on Sun, 07 December 2008 13:04 That looks pretty cool. But what's with the dude in the tiberium pit; is he dead, or just chillin out?

Would you want to "chill out" in a tiberium pit?

If that's the case, then GDI has a really shitty employment policy. They ought to unionize.

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [samous](#) on Mon, 08 Dec 2008 01:43:18 GMT

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

hahaaa lol
thats funny. Say, if you have a W3D model of the chem guy, would it change the looks of him inside the building?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Mon, 08 Dec 2008 02:02:10 GMT

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

why cant i see him fall?
what must i do?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [TankArmy5](#) on Mon, 08 Dec 2008 06:12:25 GMT

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

Ok there is another problem nod ref, there is inside wall and walk through the wall and fall down each wall (PT wall are fine).

Gdi ref ae fine (I havent tested the wall last time reported the floor problem) ;-)

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Mon, 08 Dec 2008 08:04:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, i'll make it so that you won't be able to walk through the window into the room where the bed stands.

That fixes all right?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [anant](#) on Tue, 09 Dec 2008 00:04:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do i get the bed to fall?

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [samous](#) on Tue, 09 Dec 2008 01:49:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Mon, 08 December 2008 16:04How do i get the bed to fall?

damadge the ref til it at red.

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Altzan](#) on Tue, 09 Dec 2008 01:53:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3 you don't have to fix such a miniscule detail

Havoc on bed is part of the building's health. The less health building has, more wrecked the bed is. I think it's a nice touch

Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [_SSnipe_](#) on Thu, 25 Dec 2008 03:29:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Die can I have permission to edit it just for me to remove the smoke since the smoke or w.e fucks up my fps

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [samous](#) on Thu, 25 Dec 2008 05:22:42 GMT

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

SSnipe wrote on Wed, 24 December 2008 19:29Die can I have permission to edit it just for me to remove the smoke since the smoke or w.e fucks up my fps

smoke commonly laggs up my game 2 , but if you've read previus release threads by di3, you'd relize that you can edit his work, just as long as you don't post it here for download, only SS. I probly shouldn't be saying this scence i'm not Di3, but from my point of view you can. Like the Barracks Bar, I posted SS of alot of neat changes i made to it, and the errors i found in the originals). If you don't like what I posted, then don't replie to it, I'm h8ing ur posts towards mine (not u specifically, but every one genericly). If you are going to post it, then i suggest you re-phrase the question, b/c it just seams as if your whanting to edit it for your self.

=samous

No arngy replies back on this plz

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [Di3HardNL](#) on Thu, 25 Dec 2008 10:57:02 GMT

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

SSnipe wrote on Wed, 24 December 2008 21:29Die can I have permission to edit it just for me to remove the smoke since the smoke or w.e fucks up my fps

of course you can edit whatever you want

If you want the mist totally removed simlpy remove ref_mist2.w3d out of your data

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [_SSnipe_](#) on Fri, 26 Dec 2008 00:26:20 GMT

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

Di3HardNL wrote on Thu, 25 December 2008 02:57SSnipe wrote on Wed, 24 December 2008 21:29Die can I have permission to edit it just for me to remove the smoke since the smoke or w.e fucks up my fps

of course you can edit whatever you want

If you want the mist totally removed simlpy remove ref_mist2.w3d out of your data

Ok that well be a shit load easier.. thanks

Subject: Re: [skin]Tiberium Refinery Interior

Posted by [zeratul](#) on Tue, 27 Jan 2009 13:37:28 GMT

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

you should've put some of the mutants in the or by the tib river still great though

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [Distrbd21](#) on Fri, 27 Feb 2009 06:30:58 GMT

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

sorry to bumb this topic but i found bugs..

i don't know if it's because i added the gdi ref than overwritten some of the files with the nod ref but i have a video uploading and it should be done anytime, i will post back here with it..

if it is i will need to know all the files for the ref because i have a lot of skins i have almost skined my hole ren

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [slosha](#) on Fri, 27 Feb 2009 06:49:28 GMT

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

looking back, this was a nice idea, but the whole thing looks like crap and is a lag machine.. release your new interior oh great one!!!

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [Distrbd21](#) on Fri, 27 Feb 2009 07:00:28 GMT

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

2GLOCK9S wrote on Fri, 27 February 2009 00:49looking back, this was a nice idea, but the whole thing looks like crap and is a lag machine.. release your new interior oh great one!!!

right...

it doesn't lag that much for me but the fact that is has bugs..

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [got2byoda](#) on Wed, 06 May 2009 23:19:24 GMT

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

what files am i going to have to delete to take this mod off? my dad doesnt like it and he wants it off. so i just gotta know what files to delete to get the old gdi and nod ref back.

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [kill](#) on Wed, 06 May 2009 23:23:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

jsut re download it yoda then delet those files and u should ahve the orig ref back

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [got2byoda](#) on Wed, 06 May 2009 23:28:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry for double post.
never mind. i found it out

Subject: Re: [skin]Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Thu, 07 May 2009 16:38:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG Roni wants it removed?

Delete the W3D files starting with MGREF_ to delete the gdi refinery.

Delete the W3D files starting with MNREF_ to delete the nod refinery.
