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Subject: [Model Replacement] Mario C4 Pack  
Posted by [Di3HardNL](#) on Tue, 03 Mar 2009 09:37:45 GMT  
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I modeled the Bowser Shield and the Star from Mario yesterday then resized them as the exact size as the original shape. The Mushroom was already available, but here it is again.

It might look like glowing but that is just the bloom effect I am using

Remote = Mushroom  
Timed = Bowser Shield  
Mine = Star

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#### File Attachments

1) [Mario C4 Pack.rar](#), downloaded 288 times

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Goztow](#) on Tue, 03 Mar 2009 09:40:17 GMT  
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If they're the same size, then I don't see a big problem. Of course it's an advantage skin, just like the other yellow c4's, but many servers don't bother looking for them anyway.

It's just yet another bright skin for mines, so feel free to release it.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Di3HardNL](#) on Tue, 03 Mar 2009 10:56:14 GMT  
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Thanks Goztow, Downloadlink now added.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Goztow](#) on Tue, 03 Mar 2009 11:01:49 GMT  
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Thank you for asking in advance. You may also always PM me if you want an answer.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [LiL KiLLa](#) on Tue, 03 Mar 2009 11:04:07 GMT

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it's

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [JsxKeule](#) on Tue, 03 Mar 2009 13:46:03 GMT

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ohh yeah that was what i want GJ

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [ArtyWh0re](#) on Tue, 03 Mar 2009 13:55:54 GMT

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I love it, gj.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [ChewML](#) on Tue, 03 Mar 2009 14:20:16 GMT

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lol

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Genesis2001](#) on Tue, 03 Mar 2009 14:59:11 GMT

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Awesome job!

I'm sure Game-Maps will host these.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Altzan](#) on Tue, 03 Mar 2009 15:17:02 GMT

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Nice, I need to try these out

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Wiener](#) on Tue, 03 Mar 2009 17:33:25 GMT

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ErroR wrote on Tue, 03 March 2009 10:38Hitman wrote on Tue, 03 March 2009 18:31another retarded topic of di3hardn1 sharing his retarded advantage skins with anyone that comes around

+nice thunderdome hud while uve never been to it lol  
It might looks like glowing but that is just the bloom effect I am using

Are you THAT used to advantage skins that you don't see that yellow even without any glow is advantage enough over the original?

@GFX: nice work, good looking  
@gameplay: another advantage skin avaiable

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Gen\\_Blacky](#) on Tue, 03 Mar 2009 17:38:51 GMT  
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lol awesome

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Di3HardNL](#) on Tue, 03 Mar 2009 19:10:42 GMT  
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Wiener wrote on Tue, 03 March 2009 11:33ErroR wrote on Tue, 03 March 2009 10:38Hitman wrote on Tue, 03 March 2009 18:31another retarded topic of di3hardn1 sharing his retarded advantage skins with anyone that comes around

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Err I know it is an advantage skin but did I ever mention this is NOT an advantage skin?  
Its just the same as the spongebob c4, which is also bright yellow.

Blame the makers of the Mario game for making the star yellow

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Goztow](#) on Tue, 03 Mar 2009 19:18:34 GMT  
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Spongebob C4 is obviously an advantage skin . But let's not go there, shall we?

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Jerad2142](#) on Tue, 03 Mar 2009 21:55:47 GMT  
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At least this "advantage skin" has a theme too it, would go good on that Mario map I saw a while back.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Wiener](#) on Tue, 03 Mar 2009 22:33:44 GMT  
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Di3HardNL wrote on Tue, 03 March 2009 13:10Wiener wrote on Tue, 03 March 2009 11:33ErrorR wrote on Tue, 03 March 2009 10:38Hitman wrote on Tue, 03 March 2009 18:31another retarded topic of di3hardnl sharing his retarded advantage skins with anyone that comes around

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Did I quote you? Mate, as I said: its good art work you have done there but skins like those ruin the game. however, tahts a different discussion and my reply was directed to ErrorR

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [ChewML](#) on Wed, 04 Mar 2009 01:14:20 GMT  
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If you could make the star blink like it did sometimes that would be epic icing on the cake.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [DarkKnight](#) on Wed, 04 Mar 2009 03:01:11 GMT

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I still use the originals just because I like them but i have other skins for characters, buildings, tanks, tib things like that.

Skins make the game fun. Yes some skins like being able to see stealth or see through doors are an advantage. But i see some of you criticize someone changing the color of their building trim as an advantage skin.

Please tell me if you know of a way to mine with the original skin that they are invisible to see, but wait someone uses bright pink poky dotted ones and wolla you see all of them now.

btw very nice skin job. not my thing but looks nice.

---

Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Di3HardNL](#) on Wed, 04 Mar 2009 09:12:41 GMT  
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Ty for replys.

I also have the Mario character available for download.

Here : <http://ren.game-maps.net/index.php?act=view&id=1295>

And I think I am going to model Luigi today! Any suggestions for different models would be cool!

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [ErroR](#) on Wed, 04 Mar 2009 09:45:32 GMT  
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Di3HardNL wrote on Wed, 04 March 2009 11:12Ty for replys.

I also have the Mario character available for download.

Here : <http://ren.game-maps.net/index.php?act=view&id=1295>

And I think I am going to model Luigi today! Any suggestions for different models would be cool!

Wario?

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Hitman](#) on Wed, 04 Mar 2009 12:03:52 GMT  
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Di3HardNL wrote on Tue, 03 March 2009 13:10Wiener wrote on Tue, 03 March 2009 11:33ErrorR wrote on Tue, 03 March 2009 10:38Hitman wrote on Tue, 03 March 2009 18:31another retarded topic of di3hardnl sharing his retarded advantage skins with anyone that comes around

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@GFX: nice work, good looking  
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Err I know it is an advantage skin but did I ever mention this is NOT an advantage skin?  
Its just the same as the spongebob c4, which is also bright yellow.

Blame the makers of the Mario game for making the star yellow  
nice to see you got rid of your 'see what building is mined from miles away, also no traps are possible' proxys to replace them with another dumb skin involving your favorite video game (y)

hope it all fits together with your transparant doors and other geek shit that u have running.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [ErrorR](#) on Wed, 04 Mar 2009 12:15:33 GMT  
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top mine

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [IronWarrior](#) on Wed, 04 Mar 2009 14:21:27 GMT  
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Very nice, will add this soon, just busy with some College work first.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [Di3HardNL](#) on Wed, 04 Mar 2009 20:07:41 GMT

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Hitman wrote on Wed, 04 March 2009 13:54  
Hitman wrote on Wed, 04 March 2009 11:32  
Hitman wrote on Wed, 04 March 2009 19:21  
ChewML wrote on Wed, 04 March 2009 08:46  
GTFO with your flaming shit.

fanclub inc?

this shit ur saing isn't necessary

it was about time someone put di3hardcheatmaker in his place... he should be happy he isn't banned from anywhere for making all that shit

Dude you are right that these are advantage skins, the fact that I am not banned is because people respect what I am doing. What the fuck are you doing in a MOD forum since you only play pure? Because I know that you don't use any skins.

You can be lucky for not being banned already for swearing everywhere.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [DarkKnight](#) on Thu, 05 Mar 2009 02:30:44 GMT

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I still don't get how you can say its an advantage skin. So what if you can see them a mile away, does this change your strategy in the slightest?

I think he does an awesome job on skins. Love the sci-fi doors btw.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [mr£Ä\\$Ä·z](#) on Thu, 05 Mar 2009 21:42:16 GMT

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Uhmhhh

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [LiL KiLLa](#) on Thu, 05 Mar 2009 21:47:52 GMT

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Super Mario

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [KuroNico](#) on Mon, 28 Jun 2010 20:32:21 GMT  
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I'm not too computer smart, how do you install .rar files? =/

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [HaTe](#) on Mon, 28 Jun 2010 21:31:30 GMT  
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You don't, you need WinRar, then just extract the files into your Renegade data folder.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [KuroNico](#) on Tue, 29 Jun 2010 01:23:52 GMT  
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Done, and files installed, thanks.

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Subject: Re: [Model Replacement] Mario C4 Pack  
Posted by [snpr1101](#) on Tue, 29 Jun 2010 05:48:01 GMT  
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