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Subject: [skin] flame tank

Posted by [JsxKeule](#) on Sun, 14 Jun 2009 18:54:31 GMT

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i know there was still released a good nod vehicle pack  
but i made a flamer skin and want to hear some comments from you ppl  
when the reaction is good i make a vehicle pack in this style

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### File Attachments

1) [v\\_nod\\_flame.dds](#), downloaded 176 times

2) [flamer.JPG](#), downloaded 987 times

DTtrex: Move out.  
DTtrex: Move out.  
Unit ready.



Flame Tank

Flammenkeule



+ 200  
100

Credits: 7824

Subject: Re: [skin] flame tank  
Posted by [Tupolev TU-95 Bear](#) on Sun, 14 Jun 2009 19:01:14 GMT  
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gj keep it up

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Subject: Re: [skin] flame tank  
Posted by [marcin205](#) on Sun, 14 Jun 2009 19:19:09 GMT  
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strange little bit but looks fine

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Subject: Re: [skin] flame tank  
Posted by [ArtyWh0re](#) on Sun, 14 Jun 2009 20:12:37 GMT  
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It looks good. I think the tracks need to be changed aswell in the same style as they kind of stick out at the moment.

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Subject: Re: [skin] flame tank  
Posted by [JsxKeule](#) on Sun, 14 Jun 2009 20:14:39 GMT  
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hmm yeah what was the filename of it

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Subject: Re: [skin] flame tank  
Posted by [ArtyWh0re](#) on Sun, 14 Jun 2009 20:25:52 GMT  
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ErroR released his C&C 3 version on the Stank Mk2 thread. I believe the name is 22\_tread.

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Subject: Re: [skin] flame tank  
Posted by [Tupolev TU-95 Bear](#) on Sun, 14 Jun 2009 20:27:43 GMT  
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If im correct The flame tank and the stealth tank uses the same treads

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Subject: Re: [skin] flame tank  
Posted by [JsxKeule](#) on Sun, 14 Jun 2009 20:34:23 GMT  
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ok thx will change it later

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Subject: Re: [skin] flame tank  
Posted by [Xena](#) on Sun, 14 Jun 2009 21:17:24 GMT  
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i dont like it.  
looks ugly in an unknown way.

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Subject: Re: [skin] flame tank  
Posted by [LeeumDee](#) on Sun, 14 Jun 2009 21:42:51 GMT  
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Are you using custom shaders?  
It can change the look a hell of a lot.

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Subject: Re: [skin] flame tank  
Posted by [ErroR](#) on Tue, 16 Jun 2009 12:33:01 GMT  
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nice

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