
Subject: [Skin] CnC3 Mrls
Posted by [crysis992](#) on Sat, 27 Jun 2009 18:55:13 GMT
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Have fun with it and write some comments

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File Attachments

1) [Game2 2009-06-27 20-48-16-29.jpg](#), downloaded 1627 times



2) [Game2 2009-06-27 20-48-36-57.jpg](#), downloaded 1610 times



3) [v_gdi_mrls.dds](#), downloaded 334 times

Subject: Re: [Skin] CnC3 Mrls
Posted by [ErroR](#) on Sat, 27 Jun 2009 18:56:42 GMT
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The hud fukin sucks

just kidding, it's nice, and the mrls is nice i'm getting old at skinning can't skin anything properly

Subject: Re: [Skin] CnC3 Mrls
Posted by [Tupolev TU-95 Bear](#) on Sat, 27 Jun 2009 18:56:48 GMT
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Subject: Re: [Skin] CnC3 Mrls
Posted by [anant](#) on Sat, 27 Jun 2009 18:58:11 GMT
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Subject: Re: [Skin] CnC3 Mrls
Posted by [marcin205](#) on Sat, 27 Jun 2009 18:59:48 GMT
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nice

Subject: Re: [Skin] CnC3 Mrls
Posted by [Omar007](#) on Sat, 27 Jun 2009 19:01:46 GMT
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very nice

Subject: Re: [Skin] CnC3 Mrls
Posted by [LiL KiLLa](#) on Sat, 27 Jun 2009 19:03:57 GMT
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ohh it's sooo nice

p.s send me your shaders/bloom,mobius, hud+building bars

Subject: Re: [Skin] CnC3 Mrls
Posted by [ErroR](#) on Sat, 27 Jun 2009 19:10:08 GMT
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LiL KiLLa wrote on Sat, 27 June 2009 22:03ohh it's sooo nice

p.s send me your shaders/bloom,mobius, hud+building bars
nothing changed in the mobius

Subject: Re: [Skin] CnC3 Mrls
Posted by [LiL KiLLa](#) on Sat, 27 Jun 2009 19:16:41 GMT
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ohw sure he has light on his head/back

Subject: Re: [Skin] CnC3 Mrls
Posted by [Xena](#) on Sat, 27 Jun 2009 19:28:32 GMT
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thats the bloom nubface..

about the mrls, its ok..

Subject: Re: [Skin] CnC3 Mrls
Posted by [ErroR](#) on Sat, 27 Jun 2009 19:34:48 GMT
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Xena wrote on Sat, 27 June 2009 22:28thats the bloom nubface..

Subject: Re: [Skin] CnC3 Mrls
Posted by [LiL KiLLa](#) on Sat, 27 Jun 2009 19:36:54 GMT
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Xena wrote on Sat, 27 June 2009 21:28thats the bloom nubface..

about the mrls, its ok..

ohw really? I thought crysis992 added some lamps on his head/back

Subject: Re: [Skin] CnC3 Mrls
Posted by [-Xv-](#) on Sat, 27 Jun 2009 21:16:08 GMT
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jesus, even if it was the mobius with bloom why would you want it? it looks like shit :/.

The MRLS is nice thou, Gj.

Subject: Re: [Skin] CnC3 Mrls
Posted by [LeeumDee](#) on Sat, 27 Jun 2009 21:22:40 GMT
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yeah very nice
Good job

Subject: Re: [Skin] CnC3 Mrls
Posted by [ArtyWh0re](#) on Sat, 27 Jun 2009 21:58:34 GMT
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I think the MRLS looks great, GJ.

Subject: Re: [Skin] CnC3 Mrls
Posted by [Player](#) on Sun, 28 Jun 2009 09:51:16 GMT
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kill open your eyes, there is already a thread about a bloom effect
<http://www.renegadeforums.com/index.php?t=msg&th=33679&start=0&rid=2> 4149

i hope u will never get the building bars

anyway
best MRL skin i have seen, well done mate

Subject: Re: [Skin] CnC3 Mrls
Posted by [Reaver11](#) on Sun, 28 Jun 2009 11:42:47 GMT
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This is a very nice skin.

Good job!

Subject: Re: [Skin] CnC3 Mrls
Posted by [LiL KiLLa](#) on Sun, 28 Jun 2009 12:34:49 GMT
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Player wrote on Sun, 28 June 2009 11:51 kill open your eyes, there is already a thread about a bloom effect <http://www.renegadeforums.com/index.php?t=msg&th=33679&start=0&rid=2> 4149

i hope u will never get the building bars

anyway
best MRL skin i have seen, well done mate

it was a joke? do ya really think im dumb and think he added lamps on a mobius ;o

already have a bloom effect and the building bars ...

Subject: Re: [Skin] CnC3 Mrls
Posted by [ErroR](#) on Sun, 28 Jun 2009 13:12:19 GMT
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oh yeah try playing coop with building bars, on some missions, when you press K u crash u were trying to join st0rm yesterday crysis

Subject: Re: [Skin] CnC3 Mrls
Posted by [liquidv2](#) on Sun, 28 Jun 2009 19:09:13 GMT
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nice mrls, i checked it out and i already like it so i'm gonna use it

it's sexy

Subject: Re: [Skin] CnC3 Mrls
Posted by [crazfulla](#) on Mon, 29 Jun 2009 04:49:55 GMT
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Yarr, another C&C3 vehicle skin!

Someone needs to make a mammoth skin next, and OMG wouldnt it be leet to have a railgun effect for the shells?

Subject: Re: [Skin] CnC3 Mrls
Posted by [Jeroenganges](#) on Mon, 29 Jun 2009 10:51:25 GMT
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Arty uses the same shells as far as I know so that would be a problem.

Subject: Re: [Skin] CnC3 Mrls
Posted by [LeeumDee](#) on Mon, 29 Jun 2009 11:33:16 GMT
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crazfulla wrote on Sun, 28 June 2009 23:49 OMG wouldnt it be leet to have a railgun effect for the shells?

Like Jeroenganges says, the arty does use the same missile. And myself and a friend were actually working on this (laser) some time ago. I have a video of it before it got completed. (the muzzle flash was removed, the impact explosion was changed and the delay of seeing it and it disappearing was also shorten)

http://syckaudio.com/files/art_laser.avi

Subject: Re: [Skin] CnC3 Mrls
Posted by [OuTSMoKE](#) on Wed, 01 Jul 2009 23:18:52 GMT
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dude these C&C 3 vehicle models are all THE SHIT! keep it up!

Subject: Re: [Skin] CnC3 Mrls
Posted by [Tupolev TU-95 Bear](#) on Thu, 02 Jul 2009 16:53:15 GMT
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we dont need a CnC3 mammoth

Theres already a skin

Subject: Re: [Skin] CnC3 Mrls
Posted by [JsxKeule](#) on Thu, 02 Jul 2009 19:20:07 GMT
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you can download the mammy here

<http://www.renegadeforums.com/index.php?t=msg&th=33239&prevloaded=1&rid=24433&start=0>

Subject: Re: [Skin] CnC3 Mrls
Posted by [Dreganius](#) on Fri, 03 Jul 2009 07:33:18 GMT
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That mammy doesn't look any good, no offense.

Subject: Re: [Skin] CnC3 Mrls
Posted by [JsxKeule](#) on Fri, 03 Jul 2009 09:28:22 GMT
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was first cnc3 vehicle

Subject: Re: [Skin] CnC3 Mrls
Posted by [Tupolev TU-95 Bear](#) on Fri, 03 Jul 2009 09:43:09 GMT
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Yes

Cant blame for a first CnC3 vehicle
