
Subject: A Path Beyond Hollowman!!!!

Posted by [kamuixmod](#) on Sun, 11 Sep 2011 15:56:57 GMT

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<http://www.youtube.com/watch?v=CS7GVgr9Qg0>

Subject: Re: A Path Beyond Hollowman!!!!

Posted by [halo2pac](#) on Sun, 11 Sep 2011 18:21:41 GMT

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The cloak is amazing.. is that internal or you going to let people use it? (or include it for 4.0)

Subject: Re: A Path Beyond Hollowman!!!!

Posted by [kamuixmod](#) on Sun, 11 Sep 2011 18:24:12 GMT

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what u mean with "that"?

Subject: Re: A Path Beyond Hollowman!!!!

Posted by [Jerad2142](#) on Sun, 11 Sep 2011 19:09:13 GMT

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halo2pac wrote on Sun, 11 September 2011 12:21The cloak is amazing.. is that internal or you going to let people use it? (or include it for 4.0)

Thats apb's shader cloak, they've had it forever, Saberhawk lost the code so it can't be ported to ren unless he remade it.

Subject: Re: A Path Beyond Hollowman!!!!

Posted by [kamuixmod](#) on Sun, 11 Sep 2011 19:12:04 GMT

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i think someone tried to make it for ren and it even worked but not online since he had to edit objects.dbb file that for or so

Subject: Re: A Path Beyond Hollowman!!!!

Posted by [saberhawk](#) on Sun, 11 Sep 2011 22:01:13 GMT

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Jerad Gray wrote on Sun, 11 September 2011 12:09halo2pac wrote on Sun, 11 September 2011 12:21The cloak is amazing.. is that internal or you going to let people use it? (or include it for 4.0)

Thats apb's shader cloak, they've had it forever, Saberhawk lost the code so it can't be ported to ren unless he remade it.

I lost the code for the cloak based on scripts 3.4.4, which is fine because it sucked anyways.

Subject: Re: A Path Beyond Hollowman!!!!
Posted by [Omar007](#) on Mon, 12 Sep 2011 07:26:38 GMT
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kamuixmod wrote on Sun, 11 September 2011 21:12i think someone tried to make it for ren and it even worked but not online since he had to edit objects.dbb file that for or so
I think that'd be me

Edit: I see that post has been bumped ^^
