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Subject: I've modeled a new MRLS  
Posted by [Sir Kane](#) on Sun, 14 Mar 2004 21:07:31 GMT  
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After a few days of hard work I finally got it done.  
What do you guys think?  
(It's the MRLS while shooting a rocket in that render)

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Subject: I've modeled a new MRLS  
Posted by [Kholdstare](#) on Sun, 14 Mar 2004 21:08:38 GMT  
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I love it, GIMME NOW KTHX :mrgreen:

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Subject: I've modeled a new MRLS  
Posted by [Sanada78](#) on Sun, 14 Mar 2004 21:09:08 GMT  
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OMG! That's amazing!

Can't wait to see it in action, good work SK!

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Subject: I've modeled a new MRLS  
Posted by [BeastieJ](#) on Sun, 14 Mar 2004 21:09:42 GMT  
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OMFG.

NO WAY!

Where's that MRLS's reproductive organs at? I wanna father its children...

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Subject: I've modeled a new MRLS  
Posted by [Aurora](#) on Sun, 14 Mar 2004 21:11:26 GMT  
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OMG R0XX0R

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Subject: I've modeled a new MRLS  
Posted by [Sir Kane](#) on Sun, 14 Mar 2004 21:11:41 GMT  
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KholdstareI love it, GIMME NOW KTHX :mrgreen:  
Sure, you can download it here:  
[http://www.b00bstories.com/MRLS\\_2k4.zip](http://www.b00bstories.com/MRLS_2k4.zip)  
(Comes with the .max file, the needed textures and a preview render)

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Subject: I've modeled a new MRLS  
Posted by [Try\\_lee](#) on Sun, 14 Mar 2004 21:13:32 GMT  
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So we just put that in our data folder and we can play?

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Subject: I've modeled a new MRLS  
Posted by [Sir Kane](#) on Sun, 14 Mar 2004 21:14:45 GMT  
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No, you have to send some cash to me in order to get it working.

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Subject: I've modeled a new MRLS  
Posted by [Try\\_lee](#) on Sun, 14 Mar 2004 21:17:09 GMT  
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Can't you just work it anyway, without money?

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Subject: I've modeled a new MRLS  
Posted by [Scorpio9a](#) on Sun, 14 Mar 2004 21:22:22 GMT  
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WHY DID YOU NOT SEND THIS TO ME YET >:|

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Subject: I've modeled a new MRLS  
Posted by [IRON FART](#) on Sun, 14 Mar 2004 21:30:02 GMT  
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Jeanius!

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Subject: I've modeled a new MRLS  
Posted by [Sir Kane](#) on Sun, 14 Mar 2004 21:32:44 GMT  
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You can find a screenshot of 3ds max in wireframe mode here to verify the quality of the model:

<http://www.n00bstories.com/image.fetch.php?id=1209201274>

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Subject: I've modeled a new MRLS  
Posted by [tooncy](#) on Sun, 14 Mar 2004 21:48:53 GMT  
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OMG ITS T3H L337 M0D3L!!!!11111

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Subject: I've modeled a new MRLS  
Posted by [Renx](#) on Sun, 14 Mar 2004 21:51:05 GMT  
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WOW! Great work SK. You should try and get us some in-game pics of it in action

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Subject: I've modeled a new MRLS  
Posted by [Sir Kane](#) on Sun, 14 Mar 2004 22:08:04 GMT  
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The Renegade engine probably couldn't handle this quality model

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Subject: I've modeled a new MRLS  
Posted by [gendres](#) on Sun, 14 Mar 2004 22:12:04 GMT  
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How much is the poly count?

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Subject: I've modeled a new MRLS  
Posted by [xptek\\_disabled](#) on Sun, 14 Mar 2004 22:26:00 GMT  
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Poly count: 129804

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Subject: I've modeled a new MRLS

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Posted by [NeoX](#) on Sun, 14 Mar 2004 22:43:54 GMT

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Stop spamming the mod fourm.

---

Subject: I've modeled a new MRLS

Posted by [Sir Kane](#) on Sun, 14 Mar 2004 22:49:56 GMT

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Don't post in my thread if you don't like it.

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Subject: Re: I've modeled a new MRLS

Posted by [Sir Phoenixx](#) on Sun, 14 Mar 2004 22:52:45 GMT

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Silent KaneAfter a few days of hard work I finally got it done.

What do you guys think?

(It's the MRLS while shooting a rocket in that render)

OMG! Now that's a work of art!

(What's behind the "SECRET" on that button on the toolbar in your screenshot?)

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Subject: I've modeled a new MRLS

Posted by [Sir Kane](#) on Sun, 14 Mar 2004 22:57:43 GMT

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Secret stuff of course.

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Subject: I've modeled a new MRLS

Posted by [IRON FART](#) on Sun, 14 Mar 2004 22:58:41 GMT

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Quote:(What's behind the "SECRET" on that button on the toolbar in your screenshot?)

Well it wouldn't be a secret if he told you...

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Subject: I've modeled a new MRLS

Posted by [pulverizer](#) on Mon, 15 Mar 2004 11:25:57 GMT

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hey iron-fart, nice signature. aces high rulez

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Subject: I've modeled a new MRLS  
Posted by [cowmisfit](#) on Mon, 15 Mar 2004 11:32:36 GMT  
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Cool, i guess ill have to try it in eh 2 weeks when i get off grounding.

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Subject: I've modeled a new MRLS  
Posted by [flyingfox](#) on Mon, 15 Mar 2004 22:52:33 GMT  
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I think I'm missing something huge.. but is anyone else seeing 2 boxes in that picture, 1 with bullets and one with the original MRL skin? There's no toolbar either.

I just d/l and tried it out.. the MRLS and missiles are exactly the same. wtf...

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Subject: I've modeled a new MRLS  
Posted by [cowmisfit](#) on Mon, 15 Mar 2004 23:00:41 GMT  
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lol thats what i saw i thought it was supposed to be a box lol and it can shoot from all side because missiles on all sides

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Subject: I've modeled a new MRLS  
Posted by [Majiin Vegeta](#) on Mon, 15 Mar 2004 23:43:23 GMT  
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im with stupid ^

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Subject: I've modeled a new MRLS  
Posted by [Try\\_lee](#) on Mon, 15 Mar 2004 23:56:46 GMT  
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It's not a box!

It's a high quality model.

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Subject: I've modeled a new MRLS  
Posted by [gendres](#) on Tue, 16 Mar 2004 17:18:04 GMT  
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this is stupid...

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Subject: I've modeled a new MRLS  
Posted by [Deactivated](#) on Tue, 16 Mar 2004 17:27:17 GMT  
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Bah... and I thought this was a real thing and not a stupid box...

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Subject: I've modeled a new MRLS  
Posted by [Nightma12](#) on Tue, 16 Mar 2004 17:31:04 GMT  
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i also have that it appears people think that is good!

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Subject: I've modeled a new MRLS  
Posted by [Sir Phoenixx](#) on Tue, 16 Mar 2004 19:17:28 GMT  
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OMG... You all are just jealous because that is a much much better model than anything anyone of you can do! :rolleyes:

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Subject: I've modeled a new MRLS  
Posted by [cowmisfit](#) on Tue, 16 Mar 2004 20:21:58 GMT  
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Majjin Vegetaim with stupid ^

so what exactly is it is it a box or not? mabey its not anything and were not here and none of this is going on. OMFG ITS THE TWIGHLIGHT ZONE AAHHAHAHAHAHAH.

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Subject: I've modeled a new MRLS  
Posted by [SuperFlyingEngi](#) on Wed, 17 Mar 2004 00:09:44 GMT  
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...please...

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Subject: I've modeled a new MRLS  
Posted by [Renx](#) on Wed, 17 Mar 2004 15:50:54 GMT  
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---

Try\_leelt's not a box!

It's a high quality model.

^^

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Subject: I've modeled a new MRLS  
Posted by [xpontius](#) on Thu, 18 Mar 2004 17:37:22 GMT  
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Yeah I see 2 cubes....wth i thought it was supposed to be a "quality model".

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Subject: I've modeled a new MRLS  
Posted by [gendres](#) on Thu, 18 Mar 2004 18:04:20 GMT  
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Well boxes can me models.... Maybe they are high quality models of a box

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Subject: I've modeled a new MRLS  
Posted by [Sir Kane](#) on Fri, 07 May 2004 17:05:59 GMT  
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Anyone saying my model sucks or something?

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Subject: I've modeled a new MRLS  
Posted by [Sanada78](#) on Fri, 07 May 2004 17:07:34 GMT  
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Subject: I've modeled a new MRLS  
Posted by [Sanada78](#) on Fri, 07 May 2004 17:15:37 GMT  
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Test

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Subject: I've modeled a new MRLS  
Posted by [IRON FART](#) on Fri, 07 May 2004 22:19:20 GMT  
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Those people who call that "simply a cube" don't know when they see some quality work.

A cube has a mere 8 vertices. Very low poly count.

Whereas this beautiful model has a poly count of 129804. Is it still a cube now?

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Subject: I've modeled a new MRLS  
Posted by [Try\\_lee](#) on Sat, 08 May 2004 01:03:20 GMT  
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I'm still waiting for the W3D  
SK must be too busy...

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