Subject: Release : Missiles
Posted by Di3HardNL on Sun, 12 Oct 2008 18:17:09 GMT
View Forum Message <> Reply to Message

Yo, here are new missiles which i just made for GDI and nod.

Works online
download link below screenshots.
Enjoy

File Attachments
1) Di3 Missles..rar, downloaded 464 times

Subject: Re: Release : Missiles
Posted by cAmpa on Sun, 12 Oct 2008 18:27:20 GMT
View Forum Message <> Reply to Message

Wow i like this, great work.

Subject: Re: Release : Missiles
Posted by Starbuzzz on Sun, 12 Oct 2008 18:33:26 GMT
View Forum Message <> Reply to Message

Excellent work mate!

EDIT: Just tried in-game; it's sort of advantage but I don't like it as in big firefights, these colored
trails block vision.

Subject: Re: Release : Missiles
Posted by samous on Sun, 12 Oct 2008 18:52:58 GMT
View Forum Message <> Reply to Message

DANG! AWSOME JOB! (kinda an advantadge skin, but o well)

Subject: Re: Release : Missiles
Posted by mrÃ£Ã§Ä·z on Sun, 12 Oct 2008 19:08:59 GMT
View Forum Message <> Reply to Message

FUCK OFF WITH ADVANTAGE SKINS NOONE CARES ABOUT THAT

Subject: Re: Release : Missiles
Posted by samous on Sun, 12 Oct 2008 19:19:01 GMT
View Forum Message <> Reply to Message

The first time i even said anything about a skin being an advantadge, i get yelled at.

Subject: Re: Release : Missiles
Posted by Ethenal on Sun, 12 Oct 2008 19:19:21 GMT
View Forum Message <> Reply to Message

Subject: Re: Release : Missiles
Posted by samous on Sun, 12 Oct 2008 19:21:10 GMT
View Forum Message <> Reply to Message

did you mess up?

Subject: Re: Release : Missiles
Posted by bisen11 on Sun, 12 Oct 2008 21:15:45 GMT
View Forum Message <> Reply to Message

Well advantage skin would imply that it gives you an advantage over other players that don't have it. I don't really see an advantage to this.

Subject: Re: Release : Missiles
Posted by mrã£ã§ä·z on Sun, 12 Oct 2008 21:25:35 GMT
View Forum Message <> Reply to Message

That was just a Note to everyone.

Subject: Re: Release : Missiles
Posted by danpaul88 on Sun, 12 Oct 2008 21:46:30 GMT
View Forum Message <> Reply to Message

You don't see an advantage in being able to trace a shot back to the person who fired it? In that case you need your head examining, of COURSE it's an advantage, it makes it incredibly easy to track a shell back to the unit that fired it, and to see the direction of any shell in the game at a glance. The normal trails are much less obvious.

Subject: Re: Release : Missiles
Posted by bisen11 on Sun, 12 Oct 2008 22:48:49 GMT
View Forum Message <> Reply to Message

I can say that I've played enough Renegade that I hardly ever have trouble figuring out where a vehicle is shooting at me from.

Subject: Re: Release : Missiles
Posted by anant on Mon, 13 Oct 2008 00:30:40 GMT
View Forum Message <> Reply to Message

I have rockets SIMULAR to these. They are for: stank, mrls, gunner,rocker soldier,ummm...all things that shoot missles.
here

here is the link http://www.freewebs.com/cnc-renegade/mixedskins.htm
CALLED:SRAEN NEW MISSLES

File Attachments
1) bullets.bmp, downloaded 1632 times

Subject: Re: Release : Missiles
Posted by u6795 on Mon, 13 Oct 2008 00:44:59 GMT
View Forum Message <> Reply to Message

RENEGADE FORUMS: POST UR CHEETZ!

Subject: Re: Release : Missiles
Posted by liquidv2 on Mon, 13 Oct 2008 05:10:35 GMT
View Forum Message <> Reply to Message

if you lose a game because someone has a colored rocket trail you fucking suck at renegade

good work man

Subject: Re: Release : Missiles
Posted by anant on Mon, 13 Oct 2008 06:07:16 GMT
View Forum Message <> Reply to Message

liquidv2 wrote on Mon, 13 October 2008 00:10if you lose a game because someone has a colored rocket trail you fucking suck at renegade

good work man
rofl so ture

---

liquidv2 wrote on Mon, 13 October 2008 07:10if you lose a game because someone has a colored rocket trail you fucking suck at renegade

good work man
In tight games, winning or loosing a game will often be decided by small elements. Advantage skins can of course be one of them. This is an obvious advantage skin to me.

---

thanks for the comments,
its indeed true that its a bit advantage, but i think it looks cool so i dont care

---

Di3HardNL wrote on Mon, 13 October 2008 15:47thanks for the comments,
its indeed true that its a bit advantage, but i think it looks cool so i dont care

Correct

I don't think it is an advantage skin... I have 0% trouble tracking shells or weapon discharges in the game currently. Adding this in would have absolutely no effect on game play at all, in my opinion.

I don't use any custom skins myself, but I still don't see this as an advantage, therefore I welcome others to use it against me.

Subject: Re: Release : Missiles
Posted by Omar007 on Mon, 13 Oct 2008 18:43:23 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Mon, 13 October 2008 19:36I don't think it is an advantage skin... I have 0% trouble tracking shells or weapon discharges in the game currently. Adding this in would have absolutely no effect on game play at all, in my opinion.

I don't use any custom skins myself, but I still don't see this as an advantage, therefore I welcome others to use it against me.

I completely agree.
I have no custom skins either. Only originals. Tracking shells is easy already so i don't care whether it's used or not.
I really don't get the advantage of this. Only for beginners maybe

Subject: Re: Release : Missiles
Posted by liquidv2 on Thu, 16 Oct 2008 02:05:06 GMT
View Forum Message <> Reply to Message

that's fine, i believe it is a disadvantage skin versus an advantage skin because it distracts you with bright pretty colors all over the screen

stupid argument to counter your stupid argument

Subject: Re: Release : Missiles
Posted by LiL KiLLa on Thu, 16 Oct 2008 16:32:23 GMT
View Forum Message <> Reply to Message

Well... perfect job Mark

Subject: Re: Release : Missiles
Posted by ErroR on Thu, 16 Oct 2008 17:32:12 GMT
View Forum Message <> Reply to Message

nice arty btw

Subject: Re: Release : Missiles
Posted by Cranberry on Sun, 18 Jan 2009 13:54:24 GMT
View Forum Message <> Reply to Message

Looks very nice

Subject: Re: Release : Missiles
Posted by Di3HardNL on Sun, 18 Jan 2009 14:17:12 GMT
View Forum Message <> Reply to Message

I agree

Subject: Re: Release : Missiles
Posted by Cranberry on Sun, 18 Jan 2009 14:21:20 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Sun, 18 January 2009 15:17I agree
Have you released that arty somewhere??

Subject: Re: Release : Missiles
Posted by Di3HardNL on Sun, 18 Jan 2009 14:39:51 GMT
View Forum Message <> Reply to Message

it has been made by STEREOSQUIRREL

here link to the skin for arty.

```
File Attachments
1) v_nod_artillery.dds, downloaded 197 times
```

Subject: Re: Release : Missiles
Posted by Cranberry on Sun, 18 Jan 2009 14:47:06 GMT
View Forum Message <> Reply to Message

Oh nice! Tyvm

Subject: Re: Release : Missiles
Posted by DarkKnight on Sun, 18 Jan 2009 15:52:05 GMT
View Forum Message <> Reply to Message

bisen11 wrote on Mon, 13 October 2008 00:48I can say that I've played enough Renegade that I hardly ever have trouble figuring out where a vehicle is shooting at me from.

Subject: Re: Release : Missiles
Posted by BlueThen on Sun, 18 Jan 2009 17:02:41 GMT

Ok, so we've established that it isn't an advantage skin....

Looks pretty nice, btw.

Subject: Re: Release : Missiles
Posted by slosha on Mon, 19 Jan 2009 02:57:20 GMT

well i really like this skin.. as for the advantage, it's clearly one but probably not intended for that.. as for cheats and advantage skins as well, the usage of them should be up to the server don't you think? Sharing cheats/advantages aren't cheating when you tell people about them are they? It's up to the player to download them and use them.. that's why i think stuff like this shouldn't get delete as they have in the past..

Subject: Re: Release : Missiles
Posted by Goztow on Mon, 19 Jan 2009 07:29:33 GMT

2GLOCK9S wrote on Mon, 19 January 2009 03:57well i really like this skin.. as for the advantage, it's clearly one but probably not intended for that.. as for cheats and advantage skins as well, the usage of them should be up to the server don't you think? Sharing cheats/advantages aren't cheating when you tell people about them are they? It's up to the player to download them and use them.. that's why i think stuff like this shouldn't get delete as they have in the past..
As there's no way to check if someone is using them yet, your complete argument becomes invalid, of course.

Subject: Re: Release : Missiles
Posted by Muad Dib15 on Thu, 22 Jan 2009 19:23:00 GMT

Darkknight wrote on Sun, 18 January 2009 09:52bisen11 wrote on Mon, 13 October 2008 00:48I can say that I've played enough Renegade that I hardly ever have trouble figuring out where a vehicle is shooting at me from.

Subject: Re: Release : Missiles
Posted by Sir Kane on Tue, 27 Jan 2009 17:04:08 GMT

I present to you my precious opinion:
This looks shit.

Subject: Re: Release : Missiles
Posted by LiL KiLLa on Tue, 27 Jan 2009 17:26:00 GMT
View Forum Message <> Reply to Message

make it better

Subject: Re: Release : Missiles
Posted by Killah314 on Fri, 29 May 2009 05:26:42 GMT
View Forum Message <> Reply to Message

The gdi mammi shoots red shells. Could you fix this so that it is yellow?

Subject: Re: Release : Missiles
Posted by Di3HardNL on Fri, 29 May 2009 07:44:10 GMT
View Forum Message <> Reply to Message

hmm don't think so, because it uses the same model as nod's shell.