
Subject: Obi...

Posted by [LiL KiLLa](#) on Sun, 26 Oct 2008 13:44:21 GMT

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could anyone make me these "obi things" in red please (pipes & the lines full in red o.O ^^) ??

Incidentally: who has the gdi harvester?

Subject: Re: Obi...

Posted by [cnc95fan](#) on Sun, 26 Oct 2008 16:23:51 GMT

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1: DIY

2: I think ACK made that one.

Subject: Re: Obi...

Posted by [ErroR](#) on Sun, 26 Oct 2008 17:52:23 GMT

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<http://ren.game-maps.net/index.php?action=category&id=183>

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Sun, 26 Oct 2008 18:22:33 GMT

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what should i do with the pack error ...

idk the names

Subject: Re: Obi...

Posted by [ErroR](#) on Sun, 26 Oct 2008 19:21:44 GMT

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Dump it in your data folder (unpacked)

File Attachments

1) [Harv.rar](#), downloaded 204 times

Subject: Re: Obi...

Posted by [Gen_Blacky](#) on Sun, 26 Oct 2008 20:45:19 GMT

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like this

File Attachments

1) [ob.jpg](#), downloaded 553 times



E

EV

+ 100

100

Credits: 10006

Blacky

Time Remaining

Subject: Re: Obi...

Posted by [samous](#) on Sun, 26 Oct 2008 22:18:10 GMT

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nice obby, if he doesn't want it, i do!

Subject: Re: Obi...

Posted by [ErroR](#) on Mon, 27 Oct 2008 15:11:29 GMT

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samous wrote on Mon, 27 October 2008 00:18 nice obby, if he doesn't want it, i do!

preety cool i want it 2

Subject: Re: Obi...

Posted by [DutchNeon](#) on Mon, 27 Oct 2008 16:45:56 GMT

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LARGE PICTURE, JPG (Forgot to save it as PNG, but oh well, JPG is way smaller).

Or this one, its from Singleplayer, into Multiplayer:

Using this with the Tiberian Sun Obelisk charge and shoot sound, which fits more with the Obelisk's power, in my opinion.

Gen_Blacky, working lightposts?

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Mon, 27 Oct 2008 17:21:18 GMT

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big thx ErroR but.. I want GDI Harvy xD

ohh and Gen Blacky .. please gimme your obi this is what I want

Subject: Re: Obi...

Posted by [Scrin](#) on Mon, 27 Oct 2008 17:30:55 GMT

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what are you all talked about? Blacky's and my obelisk of light for the win

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Mon, 27 Oct 2008 17:34:17 GMT

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then gimme

Subject: Re: Obi...

Posted by [ErroR](#) on Mon, 27 Oct 2008 17:35:19 GMT

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Killaaaaa wrote on Mon, 27 October 2008 19:21big thx ErroR but.. I want GDI Harvy xD

ohh and Gen Blacky .. please gimme your obi this is what I want

i'll look for gdi too (or just reskin) i found only nod for now.

Subject: Re: Obi...

Posted by [mrÄÅŞÄ-z](#) on Mon, 27 Oct 2008 17:41:05 GMT

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Oh i need to send you my updated ref Scrin

Subject: Re: Obi...

Posted by [GEORGE ZIMMER](#) on Mon, 27 Oct 2008 18:03:47 GMT

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That obelisk looks terrible, scrin. Why the hell did you throw shiny effects on it?

Subject: Re: Obi...

Posted by [ErroR](#) on Mon, 27 Oct 2008 18:23:30 GMT

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Oh here then the gdi harv (it's reskined) but it looks green :S and for some reason i can't hex edit it.. the right way so u can have only 1 harv gdi or nod anyway here gdi..

and eww scrin (forgot who said that) but u do change ur hud in every screen shot

File Attachments

1) [Harv.rar](#), downloaded 175 times

Subject: Re: Obi...

Posted by [ErroR](#) on Mon, 27 Oct 2008 18:24:53 GMT

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1 more thing i had to delete tireharv.tga and wheelharv.tga cuz u already have them from the previous harvester just throw this into ur data folder (if u don't delete v_nod_hrvstr.w3d both will look like gdi harvys)

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Mon, 27 Oct 2008 18:44:04 GMT

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my pc wont live with the harvy skin ...
only if the harvy come out of the wf pc crashed

but thanks

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Mon, 27 Oct 2008 19:37:03 GMT

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Obi ?

Subject: Re: Obi...

Posted by [ErroR](#) on Mon, 27 Oct 2008 19:45:48 GMT

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Killaaaaa wrote on Mon, 27 October 2008 20:44my pc wont live with the harvy skin ...
only if the harvy come out of the wf pc crashed

but thanks
woops.. gotta fix it the working modell tommorow..

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Mon, 27 Oct 2008 21:02:47 GMT

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ok

Subject: Re: Obi...

Posted by [Gen_Blacky](#) on Tue, 28 Oct 2008 04:53:02 GMT

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wow stealer's , i look for the file names , all credits to slave.

Subject: Re: Obi...

Posted by [Scrin](#) on Tue, 28 Oct 2008 05:34:51 GMT

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Gen_Blacky wrote on Mon, 27 October 2008 22:53wow stealer's , i look for the file names , all credits to slave.

lol boss, il just recreate it from your screen for 1 min, its tiles_b

by the way, serversided lightposts emitter by slave also?

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Tue, 28 Oct 2008 17:23:10 GMT

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ok lol

Subject: Re: Obi...

Posted by [Gen_Blacky](#) on Tue, 28 Oct 2008 22:12:16 GMT

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not server side , idk how to make it server side haven't tried yea he made the emitters. lol i thought slave made the ob tiles , didn't realize its from single player.

Subject: Re: Obi...

Posted by [LiL KiLLa](#) on Wed, 29 Oct 2008 16:40:37 GMT

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so can anyone gimme the obi and (or) gdi harvy please?

Subject: Re: Obi...

Posted by [DutchNeon](#) on Sat, 01 Nov 2008 23:18:29 GMT

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The Obelisk i use, in the attachment. Its the exact one from Singleplayer, for Multiplayer. See the picture, first page.

PS: This W3D is allowed and approved by Renguard, as it doesn't really give you an advantage except a better looking Obelisk

File Attachments

1) [MNObl_Ag_1.W3D](#), downloaded 112 times

Subject: Re: Obi...

Posted by [ErroR](#) on Sun, 02 Nov 2008 16:09:01 GMT

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DutchNeon wrote on Sun, 02 November 2008 01:18The Obelisk i use, in the attachment. Its the exact one from Singleplayer, for Multiplayer. See the picture, first page.

PS: This W3D is allowed and approved by Renguard, as it doesn't really give you an advantage except a better looking Obelisk

I thought it doesnt work cuz of the w3d ./ mine works fine and i gave it to him and didn't work
