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Subject: [skin] Advanced GDI base

Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:47:01 GMT

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Just thought I would share the skins that i edited which change the look of the GDI base.

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Subject: Re: Advanced GDI base

Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:49:29 GMT

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Also the GDI power plant.

as you can see other things are changed aswell because they use the same skins, and i think they look better.

EDIT: I have realised that a skin was missing that changes the PP and WF. I have re-edited that skin and uploaded it into the pack.

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File Attachments

1) [GDI Base.rar](#), downloaded 219 times

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Subject: Re: Advanced GDI base

Posted by [Scrin](#) on Sat, 29 Nov 2008 15:52:02 GMT

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lol... who give you my private screens?... my bar/walls-fly and agt got same style textures (but better quality)

btw nice work and nice style

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Subject: Re: Advanced GDI base

Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 15:52:13 GMT

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well done i like the agt  
and the bar ground

(Orca a tip: make your signature sentence correct )

---

"Friendship"

---

Subject: Re: Advanced GDI base  
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:58:18 GMT  
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Killaaaaa wrote on Sat, 29 November 2008 09:52well done i like the agt  
and the bar ground

(Orca a tip: make your signaturesentence correct )

"Friendship"  
lol thanks for pointing that out.

---

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Subject: Re: Advanced GDI base  
Posted by [u6795](#) on Sat, 29 Nov 2008 16:10:08 GMT  
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Not bad, these are actually really cool.

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Subject: Re: Advanced GDI base  
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 16:10:37 GMT  
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Scrinoid wrote on Sat, 29 November 2008 09:52lol... who give you my private screens?... my  
bar/walls-fly and agt got same style textures (but better quality)

btw nice work and nice style  
To receive a good reply from someone like you is rewarding.

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Subject: Re: Advanced GDI base  
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:14:09 GMT  
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I would use this (ref\_roll)

File Attachments

1) [RJC\\_ConYard\\_LftShtr.tga](#), downloaded 170 times

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Subject: Re: Advanced GDI base  
Posted by [Scrin](#) on Sat, 29 Nov 2008 16:25:16 GMT  
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dont copy me

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Subject: Re: Advanced GDI base  
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:35:17 GMT  
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But i luv your skins  
so.. I have to copy your stuff

example:

---

---

Subject: Re: Advanced GDI base  
Posted by [Scrin](#) on Sat, 29 Nov 2008 16:41:06 GMT  
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Killaaaaaa wrote on Sat, 29 November 2008 10:35But i luv your skins  
so.. I have to copy your stuff

example:

---

lol, that's reborn ramjet, and you can use it because reborn's team set the same w3d mesh name  
for it  
and its not my current ramjet

---

---

Subject: Re: Advanced GDI base  
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:44:14 GMT  
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but your "Havoc"

---

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Subject: Re: Advanced GDI base  
Posted by [Scrin](#) on Sat, 29 Nov 2008 16:54:21 GMT  
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Killaaaaaa wrote on Sat, 29 November 2008 10:44but your "Havoc"  
Di3 find that havoc somewhere

DMC-Killamarc\_XD!

---

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Subject: Re: Advanced GDI base

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Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 17:00:55 GMT

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cool you still know my name but

I am "Killamarc" I don't play

anymore with \_XD

---

[spi Havoc Biker]

<http://ren.game-maps.net/index.php?action=category&id=140>

---

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Subject: Re: Advanced GDI base

Posted by [Scrin](#) on Sat, 29 Nov 2008 17:09:15 GMT

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Killaaaaa wrote on Sat, 29 November 2008 11:00cool you still know my name but

I am "Killamarc" I don't play

anymore with \_XD

---

[spi Havoc Biker]

<http://ren.game-maps.net/index.php?action=category&id=140>

bwahaha PwNd

and btw "espi" that means Espion? moderator of this forums and also know as RenX? (he got Sir Kane's hud also)

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Subject: Re: Advanced GDI base

Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 19:54:36 GMT

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Killaaaaa wrote on Sat, 29 November 2008 10:14I would use this (ref\_roll)

Attachment: RJC\_ConYard\_LftShtr.tga

That is a really nice skin, is it Scrin's.

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Subject: Re: Advanced GDI base  
Posted by [danpaul88](#) on Sat, 29 Nov 2008 20:20:10 GMT  
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Those base textures are pretty good, improving on the originals while still keeping the same style and such, nice work.

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Subject: Re: Advanced GDI base  
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 20:21:29 GMT  
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Orca234 wrote on Sat, 29 November 2008 20:54  
Killaaaaaa wrote on Sat, 29 November 2008 10:14  
I would use this (ref\_roll)  
Attachment: RJC\_ConYard\_LftShtr.tga  
That is a really nice skin, is it Scrin's.

Scrin use it yes.

I use this..

---

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Subject: Re: Advanced GDI base  
Posted by [slosha](#) on Sun, 30 Nov 2008 00:09:46 GMT  
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i only got the agt and the refinery in that rar.. wheres the pp, the wf, and the bar?

---

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Subject: Re: Advanced GDI base  
Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 00:20:44 GMT  
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"facepalm"

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Subject: Re: Advanced GDI base  
Posted by [Scrin](#) on Sun, 30 Nov 2008 15:04:54 GMT  
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Orca234 wrote on Sat, 29 November 2008 09:47  
Just thought I would share the skins that i edited which change the look of the GDI base.

for your good work with texturing, i have find the time and made few forum signatures for you with

orca ok?

p.s. border by Kalle Bowo

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**Subject: Re: Advanced GDI base**  
Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 15:40:05 GMT

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nice work Scrin...

how do you do the frames?

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**Subject: Re: Advanced GDI base**  
Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 15:43:46 GMT

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OMG that is awsome, thanks man!

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**Subject: Re: Advanced GDI base**  
Posted by [Scrin](#) on Sun, 30 Nov 2008 15:46:12 GMT

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Orca234 wrote on Sun, 30 November 2008 09:43OMG that is awsome, thanks man!

and that flames i use ingame

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**Subject: Re: Advanced GDI base**  
Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 15:49:19 GMT

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frame on the pic not flame

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**Subject: Re: Advanced GDI base**  
Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 16:03:25 GMT

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slosha69 wrote on Sun, 30 November 2008 01:09i only got the agt and the refinery in that rar..

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wheres the pp, the wf, and the bar?  
,i will look at this when i get home  
EDIT: I can't see anything missing...

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