
Subject: Nuclear Weapon Launched! (UpToDate)
Posted by [Scrin](#) on Mon, 13 Apr 2009 11:00:03 GMT
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few days ago i have remade and update reborn's multi missile beacon, and result is perfected (like alwase)
here MyPipeVideo ---> <http://www.youtube.com/watch?v=G0JTPluSWIU>

Subject: Re: Nuclear Weapon Launched!
Posted by [ArtyWh0re](#) on Mon, 13 Apr 2009 11:57:59 GMT
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Like I said before, awesome.

Subject: Re: Nuclear Weapon Launched!
Posted by [crisis992](#) on Mon, 13 Apr 2009 13:41:31 GMT
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yeah ^^

awesome mate.

Subject: Re: Nuclear Weapon Launched!
Posted by [Di3HardNL](#) on Mon, 13 Apr 2009 13:52:55 GMT
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You should change the back model, so the thing is closed

Subject: Re: Nuclear Weapon Launched!
Posted by [ArtyWh0re](#) on Mon, 13 Apr 2009 14:27:17 GMT
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Is there a way to actually make an opening animation when it is being deployed?

Subject: Re: Nuclear Weapon Launched!
Posted by [Dreganius](#) on Mon, 13 Apr 2009 14:28:57 GMT
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Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off.

Subject: Re: Nuclear Weapon Launched!
Posted by [Scrin](#) on Mon, 13 Apr 2009 14:34:32 GMT
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Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link.
So you're still just showing shit off.
have you ever seen Steve Irwin?

Subject: Re: Nuclear Weapon Launched!
Posted by [YazooGang](#) on Mon, 13 Apr 2009 15:56:20 GMT
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Mr. SelfISHerman wrote on Mon, 13 April 2009 16:34Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off.
have you ever seen Steve Irwin?
I used to watch his show back in the old days (russia)

Subject: Re: Nuclear Weapon Launched!
Posted by [Scrin](#) on Mon, 13 Apr 2009 17:50:49 GMT
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YazooGang wrote on Mon, 13 April 2009 10:56Mr. SelfISHerman wrote on Mon, 13 April 2009 16:34Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off.
have you ever seen Steve Irwin?
I used to watch his show back in the old days (russia)
same here!
btw, does somebody here loves russia?

Subject: Re: Nuclear Weapon Launched!
Posted by [LiL KiLLa](#) on Mon, 13 Apr 2009 18:22:12 GMT
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No, but I love the moscow song

Subject: Re: Nuclear Weapon Launched!
Posted by [kill](#) on Mon, 13 Apr 2009 18:44:42 GMT
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russia cool loved them in WW2

Subject: Re: Nuclear Weapon Launched!
Posted by [anant](#) on Mon, 13 Apr 2009 18:53:53 GMT
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I have that nuke if im allowed to release...

Subject: Re: Nuclear Weapon Launched!
Posted by [LiL KiLLa](#) on Mon, 13 Apr 2009 19:49:19 GMT
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anant wrote on Mon, 13 April 2009 20:53 I have that nuke if im allowed to release...

Subject: Re: Nuclear Weapon Launched!
Posted by [_SSnipe_](#) on Mon, 13 Apr 2009 20:12:07 GMT
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You are one of renegade best modders

Subject: Re: Nuclear Weapon Launched!
Posted by [Di3HardNL](#) on Mon, 13 Apr 2009 21:29:14 GMT
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anant might got it from me, I converted that reborn nuke missile to Renegade a while back and gave it to some people I think.
You may release it if you want, I dont mind

Subject: Re: Nuclear Weapon Launched!
Posted by [anant](#) on Tue, 14 Apr 2009 06:10:16 GMT
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I actually know for a fact Di3 that i got it from some guy on Blackhand forums

Subject: Re: Nuclear Weapon Launched!
Posted by [Scrin](#) on Tue, 14 Apr 2009 08:05:35 GMT
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anant wrote on Tue, 14 April 2009 01:10 I actually know for a fact Di3 that i got it from some guy on Blackhand forums

wtf are you talked about? screenshot?
and btw, here the nuke countdown i made long time ago ok?
Its Nuclear Weapon Launched!

File Attachments

1) [nuke_strike_sequence.wav](#), downloaded 104 times

Subject: Re: Nuclear Weapon Launched!
Posted by [Goztow](#) on Tue, 14 Apr 2009 08:22:47 GMT
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I agree with di3 .

Subject: Re: Nuclear Weapon Launched!
Posted by [ChewML](#) on Tue, 14 Apr 2009 13:37:21 GMT
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That is a fancy piece of equipment to go aiming nukes at.

Subject: Re: Nuclear Weapon Launched!
Posted by [u6795](#) on Tue, 14 Apr 2009 17:47:27 GMT
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Retardedly silvery and the fact the laser is constantly pointing and it lost its unfolding animation makes it appear to have a bad case of downs syndrome.

Not releasing it also tremendously affects the quality in a negative fashion

Subject: Re: Nuclear Weapon Launched!
Posted by [DutchNeon](#) on Tue, 14 Apr 2009 22:40:17 GMT
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Gator wrote on Mon, 13 April 2009 19:50YazooGang wrote on Mon, 13 April 2009 10:56Mr. SelfISHerman wrote on Mon, 13 April 2009 16:34Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off. have you ever seen Steve Irwin?
I used to watch his show back in the old days (russia)
same here!
btw, does somebody here loves russia?

I don't "love" Russia, but In my opinion, Russian weaponry is pretty cool. Especially stationary

SAMS and mobile SAM vehicles, like the 9K37 Buk.

<http://en.wikipedia.org/wiki/SA-11>

Have read a lot of pages and sites about Russian weaponry, and enjoyed it.

I'm a history fan I guess. I'm also interested in German weaponry during World War 2 (especially tanks and AA).

Subject: Re: Nuclear Weapon Launched!

Posted by [anant](#) on Wed, 15 Apr 2009 00:02:22 GMT

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File Attachments

1) [nuke.JPG](#), downloaded 668 times



Subject: Re: Nuclear Weapon Launched!
Posted by [crysis992](#) on Wed, 15 Apr 2009 00:04:13 GMT
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wtf?

Subject: Re: Nuclear Weapon Launched!
Posted by [ChewML](#) on Wed, 15 Apr 2009 00:55:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

crysis992 wrote on Tue, 14 April 2009 19:04
wtf?

Subject: Re: Nuclear Weapon Launched!
Posted by [anant](#) on Wed, 15 Apr 2009 01:04:10 GMT
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Its Big, I could not time it properly

Subject: Re: Nuclear Weapon Launched!
Posted by [AngelFaN](#) on Wed, 15 Apr 2009 01:23:58 GMT
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Gator wrote on Mon, 13 April 2009 10:50YazooGang wrote on Mon, 13 April 2009 10:56Mr. SelfISHerman wrote on Mon, 13 April 2009 16:34Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off. have you ever seen Steve Irwin?

I used to watch his show back in the old days (russia)

same here!

btw, does somebody here loves russia?

I'm ukrainian.

So as long as you guys don't invade us. I love russia.

Subject: Re: Nuclear Weapon Launched!
Posted by [Scrin](#) on Wed, 15 Apr 2009 05:47:30 GMT
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AngelFaN wrote on Tue, 14 April 2009 20:23Gator wrote on Mon, 13 April 2009

10:50YazooGang wrote on Mon, 13 April 2009 10:56Mr. SelfISHerman wrote on Mon, 13 April 2009 16:34Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off.
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I used to watch his show back in the old days (russia)
same here!
btw, does somebody here loves russia?

I'm ukrainian.
So as long as you guys don't invade
us. I love russia.
LOL! why you you have USA flag here?

Subject: Re: Nuclear Weapon Launched!
Posted by [ArtyWh0re](#) on Wed, 15 Apr 2009 10:07:12 GMT
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What is that?

Subject: Re: Nuclear Weapon Launched!
Posted by [JeepRubi](#) on Fri, 17 Apr 2009 22:45:03 GMT
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Man, you can really take any good art and massacre it into an advantage skin can't you? I don't think the makers of this model would appreciate you fucking it up like that.

Subject: Re: Nuclear Weapon Launched!
Posted by [R315r4z0r](#) on Fri, 17 Apr 2009 23:56:05 GMT
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Am I the only one here who thinks that it looks retarded?

Problems I see:

1. Why is there a red light pulsating through the entire model every two seconds? It would make sense if the circuit board had that effect... but not the entire model.
2. What's the point of the laser on the dish? The point of a dish is to send and receive signals, not pinpoint and designate a target or position.

If you were going for the idea that the laser would guide the missile to the beacon then you are mistaken. The way that works is that the missile would hit the TARGET of the laser, not the source of it. If you wanted to make it hit the source, then it should have been a flashing strobe light.

But even more over, the missile doesn't need any physical guides to reach the beacon, or else it wouldn't need the signal dish on the beacon. The latitude and longitude are most likely transmitted digitally for the missile to read and locate on its own.

3. Why is it constantly open? It should only up when you deploy it... that's why it has the ability to do so.

4. This can obviously be used as a cheat.

Subject: Re: Nuclear Weapon Launched!

Posted by [AngelFaN](#) on Sat, 18 Apr 2009 00:48:46 GMT

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Niko "The Lay" wrote on Tue, 14 April 2009 22:47AngelFaN wrote on Tue, 14 April 2009 20:23Gator wrote on Mon, 13 April 2009 10:50YazooGang wrote on Mon, 13 April 2009 10:56Mr. SelfISHerman wrote on Mon, 13 April 2009 16:34Dreganius wrote on Mon, 13 April 2009 09:28Yeah yeah, all great and stuff but I don't see a link. So you're still just showing shit off. have you ever seen Steve Irwin?

I used to watch his show back in the old days (russia)
same here!

btw, does somebody here loves russia?

I'm ukrainian.

So as long as you guys don't invade
us. I love russia.

LOL! why you you have USA flag here?

the reason i have a usa flag

is because i live in the u.s.

my parents moved here and had me in the u.s.

but i still care for my mother country....

Subject: Re: Nuclear Weapon Launched!

Posted by [ErroR](#) on Sat, 18 Apr 2009 06:55:24 GMT

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R315r4z0r wrote on Sat, 18 April 2009 02:56Am I the only one here who thinks that it looks retarded?

Problems I see:

1. Why is there a red light pulsating through the entire model every two seconds? It would make sense if the circuit board had that effect... but not the entire model.

2. What's the point of the laser on the dish? The point of a dish is to send and receive signals, not pinpoint and designate a target or position.

If you were going for the idea that the laser would guide the missile to the beacon then you are mistaken. The way that works is that the missile would hit the TARGET of the laser, not the source of it. If you wanted to make it hit the source, then it should have been a flashing strobe light.

But even more over, the missile doesn't need any physical guides to reach the beacon, or else it wouldn't need the signal dish on the beacon. The latitude and longitude are most likely transmitted digitally for the missile to read and locate on its own.

3. Why is it constantly open? It should only up when you deploy it... that's why it has the ability to do so.

4. This can obviously be used as a cheat.

the reason it's open, is that the nuke has only a deployed model and a back model, when the ion has deployed closed and back. (also reborn nuke has a closed one too)

Subject: Re: Nuclear Weapon Launched!

Posted by [Account](#) on Sat, 18 Apr 2009 08:29:53 GMT

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lmao.... why i have to explain everything...

i made it open model only because its looks cool

i put laser on it because its easy way to spot where nuke is (same with red glowing)

im lazy for remade all 3 models for that!

and to that r37z04719g7A red typo crazy dude, this is not a business, its random fan stuff, lets play some ReBoRnZ

Subject: Re: Nuclear Weapon Launched!

Posted by [slosha](#) on Mon, 20 Apr 2009 22:36:38 GMT

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kill wrote on Mon, 13 April 2009 13:44russia cool loved them in WW2

damn commies

Subject: Re: Nuclear Weapon Launched!

Posted by [Dover](#) on Tue, 21 Apr 2009 08:00:41 GMT

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TexCore wrote on Sat, 18 April 2009 01:29i put laser on it because its easy way to spot where nuke is (same with red glowing)

If I recall the customs and traditions of this forum correctly, that makes you a tremendous faggot.

Subject: Re: Nuclear Weapon Launched!

Posted by [Goztow](#) on Tue, 21 Apr 2009 08:06:31 GMT

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Dover wrote on Tue, 21 April 2009 10:00TexCore wrote on Sat, 18 April 2009 01:29i put laser on it because its easy way to spot where nuke is (same with red glowing)

If I recall the customs and traditions of this forum correctly, that makes you a tremendous faggot. You do recall correctly! This should be added to the rules, really!

"The customs and traditions of this forum want it so that people releasing advantage skins are tremendous faggots"

Subject: Re: Nuclear Weapon Launched!

Posted by [Dreganius](#) on Tue, 21 Apr 2009 08:55:10 GMT

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Goztow wrote on Tue, 21 April 2009 18:06Dover wrote on Tue, 21 April 2009 10:00TexCore wrote on Sat, 18 April 2009 01:29i put laser on it because its easy way to spot where nuke is (same with red glowing)

If I recall the customs and traditions of this forum correctly, that makes you a tremendous faggot. You do recall correctly! This should be added to the rules, really!

"The customs and traditions of this forum want it so that people releasing advantage skins are tremendous faggots"

I second this motion.

Subject: Re: Nuclear Weapon Launched!

Posted by [Scrin](#) on Tue, 21 Apr 2009 09:32:57 GMT

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Dover wrote on Tue, 21 April 2009 03:00TexCore wrote on Sat, 18 April 2009 01:29i put laser on it because its easy way to spot where nuke is (same with red glowing)

If I recall the customs and traditions of this forum correctly, that makes you a tremendous faggot. don't write shit, its maggots (not faggots) btw, im sure Deathmatchius wants more lyrics...

File Attachments

1) [v_gdi_humvee.dds](#), downloaded 76 times

Subject: Re: Nuclear Weapon Launched!

Posted by [Dover](#) on Wed, 22 Apr 2009 03:29:05 GMT

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Niko "The Lay" wrote on Tue, 21 April 2009 02:32Dover wrote on Tue, 21 April 2009 03:00TexCore wrote on Sat, 18 April 2009 01:29i put laser on it because its easy way to spot where nuke is (same with red glowing)

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btw, im sure Deathmatchius wants more lyrics...

Scrin, sooner or later you'll realize the wisdom in my words. At that same moment, you'll realize that all this time, you've been a tremendous faggot.

Subject: Re: Nuclear Weapon Launched!

Posted by [Scrin](#) on Wed, 22 Apr 2009 06:53:40 GMT

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Dover wrote on Tue, 21 April 2009 22:29Niko "The Lay" wrote on Tue, 21 April 2009 02:32Dover wrote on Tue, 21 April 2009 03:00TexCore wrote on Sat, 18 April 2009 01:29i put laser on it because its easy way to spot where nuke is (same with red glowing)

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tremendous maggot

Subject: Re: Nuclear Weapon Launched! (UpToDate)

Posted by [crysis992](#) on Wed, 22 Apr 2009 16:28:14 GMT

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o.O thats so fucking awesome

nice

Subject: Re: Nuclear Weapon Launched! (UpToDate)

Posted by [Scrin](#) on Thu, 23 Apr 2009 18:13:17 GMT

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at night...

Subject: Re: Nuclear Weapon Launched! (UpToDate)

Posted by [YazooGang](#) on Fri, 24 Apr 2009 01:33:34 GMT

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Low quality texture. cant even see the numbers clearly.
