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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 130 times

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Subject: Re: Obi...

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

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like this

### File Attachments

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1) [ob.jpg](#), downloaded 296 times



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 ErrorR 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 [mr£Ä\\$Ä-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

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1) [Harv.rar](#), downloaded 100 times

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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 )

---

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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 ?

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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

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1) [MNObl\\_Ag\\_1.W3D](#), downloaded 65 times

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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

---