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Subject: AMAZING NEW RENEGADE MODIFICATION  
Posted by [SuperFlyingEngi](#) on Sun, 30 Jul 2006 16:00:22 GMT  
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<http://www.n00bstories.com/image.fetch.php?id=1054416935>

That's right, now the GDI minigunner wears a spray painted, corrugated cardboard box.

Thanks to Paradox for doing the hard UVW mapping/Rigging part of this mod.

Just put the two files into your Data folder.

EDIT: I've had a change of mind and this mod is no longer available for download. And no, ma1kel, it's not because of your barbarous sarcasm. But you can still look at the picture.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION  
Posted by [Ma1kel](#) on Sun, 30 Jul 2006 16:08:09 GMT  
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THIS MOD IS TEH AWESOMENESSS

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION  
Posted by [Kamuix](#) on Sun, 30 Jul 2006 16:30:39 GMT  
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Wierd

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION  
Posted by [Spice](#) on Sun, 30 Jul 2006 16:39:47 GMT  
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hehe, Box!

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION  
Posted by [Nightma12](#) on Sun, 30 Jul 2006 17:02:05 GMT  
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big head anyone?

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

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Posted by [SuperFlyingEngi](#) on Sun, 30 Jul 2006 17:04:23 GMT

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As far as I know, the mod doesn't affect the hit recognition system.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [danpaul88](#) on Sun, 30 Jul 2006 17:43:34 GMT

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actually it would as it gives you a bigger target to aim for, but it would be more like big body, not big head...

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [Oblivion165](#) on Sun, 30 Jul 2006 18:00:19 GMT

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Hmm, switches it over to havoc's body too right?

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [JeepRubi](#) on Sun, 30 Jul 2006 18:56:11 GMT

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Please, could i download it, i just want to look at what looks like bump/spec maps on them.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [PaRaDoX](#) on Sun, 30 Jul 2006 20:41:05 GMT

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Nightma12... everything to you is a cheat huh?

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [Nightma12](#) on Sun, 30 Jul 2006 20:59:32 GMT

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erm... no, lol

i just figured it would be a bigger target to aim for... lol

---

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

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Posted by [PaRaDoX](#) on Sun, 30 Jul 2006 22:22:42 GMT

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i could make it to where the box is no part of the mesh but you would not know where to shoot him.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [Mad Ivan](#) on Mon, 31 Jul 2006 00:45:49 GMT

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Jeep Rubi wrote on Sun, 30 July 2006 21:56 Please, could i download it, i just want to look at what looks like bump/spec maps on them.

Actualy, i think it's your average bumenv mapper on pass2 - stage 0 with Sub or SubR for the DetailColor and an Environment/WS Environment mapper on stage 1 (for the detail color).

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [PaRaDoX](#) on Mon, 31 Jul 2006 01:11:18 GMT

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its not bump mapped its just a good texture on a good model.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [ghost](#) on Mon, 31 Jul 2006 02:49:42 GMT

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Nightma12 wrote on Sun, 30 July 2006 10:02 big head anyone?

No, Big box

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [Halo38](#) on Mon, 31 Jul 2006 14:53:30 GMT

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LOL, Here's a few other ideas

Remote mines as christmas present boxes

Pumpkin heads on characters

or White sheets draped over characters to make them look like simple ghosts on halloween

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [jnz](#) on Mon, 31 Jul 2006 15:45:22 GMT

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if remote mines were christmas present boxes then you would throw one and you would here "iv got a present for you!", lol.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [terminator 101](#) on Mon, 31 Jul 2006 21:13:19 GMT

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help-linux that was be excellent and hilarious at the same time. I hope someone makes texture like that.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [warranto](#) on Mon, 31 Jul 2006 22:29:16 GMT

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Aww.. and here I was expecting a Metal Gear Solid modification

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [Kamuix](#) on Mon, 31 Jul 2006 23:04:25 GMT

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You guys have no taste for mods, this isn't even a mod, Tiz a model skin

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

Posted by [PaRaDoX](#) on Mon, 31 Jul 2006 23:25:57 GMT

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Terminator 101 wrote on Mon, 31 July 2006 17:13help-linux that was be excellent and hilarious at the same time. I hope someone makes texture like that.  
someone did.

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Subject: Re: AMAZING NEW RENEGADE MODIFICATION

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Posted by [Kamuix](#) on Tue, 01 Aug 2006 00:27:36 GMT

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It was me

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