
Subject: SDam Emitters

Posted by [Poskov](#) on Fri, 09 May 2008 21:33:45 GMT

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what's the name of the fire and chem special damage emitters?

Subject: Re: SDam Emitters

Posted by [Stefan](#) on Sat, 10 May 2008 00:47:49 GMT

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<http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=1875>

"Pendulum" He can't legally put our models in his mod without acquiring permission, though that hasn't stopped them with APB, or making it standalone. They should go to EA and let them know about this, I'm going to do the same the second I see any of our stuff in there.

Subject: Re: SDam Emitters

Posted by [Canadacdn](#) on Sat, 10 May 2008 00:52:12 GMT

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Poskov wrote on Fri, 09 May 2008 16:33 what's the name of the fire and chem special damage emitters?

Why don't you take look and CHECK FOR YOURSELF.

Subject: Re: SDam Emitters

Posted by [Samous Mods](#) on Sat, 10 May 2008 06:58:15 GMT

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Stefan wrote on Fri, 09 May 2008

19:47 <http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=1875>

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loooooo

Subject: Re: SDam Emitters

Posted by [Poskov](#) on Sat, 10 May 2008 14:45:06 GMT

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We've terminated RenegadePlus permanently long ago,

anyways, the I ask here because I truely don't know the names, and I've looked through always.dat many times.

Subject: Re: SDam Emitters
Posted by [GrimmNL](#) on Sat, 10 May 2008 15:12:59 GMT
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emitters arent in always.dat, check lvledit...

Subject: Re: SDam Emitters
Posted by [Jerad2142](#) on Wed, 14 May 2008 08:33:16 GMT
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E3 Beta M01.mix wrote on Sat, 10 May 2008 00:58Stefan wrote on Fri, 09 May 2008 19:47<http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=1875>

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loooooo!

EA does not care about Renegade, they would not do anything if our little mod teams started fighting over something like that.
