
Subject: Di3hard's Doors
Posted by [slosha](#) on Mon, 23 Feb 2009 04:05:49 GMT
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his glass doors? where can i find them?

nvm i found them in my downloads

Subject: Re: Di3hard's Doors
Posted by [Good-One-Driver](#) on Mon, 23 Feb 2009 05:05:06 GMT
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were do you find them cause i want them

Subject: Re: Di3hard's Doors
Posted by [JsxKeule](#) on Mon, 23 Feb 2009 06:03:37 GMT
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//edit by reborn

Link removed, contained a door hack, similar to that used by cheaters to see through walls.
User has been warned for this post.

Subject: Re: Di3hard's Doors
Posted by [_SSnipe_](#) on Mon, 23 Feb 2009 07:37:09 GMT
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FUcking hacks man

I dont usually going around bitching about this but this is no different from fucking wallhacks

Subject: Re: Di3hard's Doors
Posted by [ErroR](#) on Mon, 23 Feb 2009 08:18:20 GMT
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these doors are from reborn -.-

Subject: Re: Di3hard's Doors
Posted by [pe21789](#) on Mon, 23 Feb 2009 08:52:33 GMT
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ErroR wrote on Mon, 23 February 2009 09:18these doors are from reborn -.-

but not from renegade and its a advantage skin that looks like a cheat.

Subject: Re: Di3hard's Doors

Posted by [Di3HardNL](#) on Mon, 23 Feb 2009 12:03:18 GMT

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Thats why I make new doors without transparant stuff, hopefully people will use them

Subject: Re: Di3hard's Doors

Posted by [_SSnipe_](#) on Tue, 24 Feb 2009 01:24:23 GMT

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for reborn there ok since its like that for everyone and made that way but for ren its not an advantage skin its a hack only difference is you cant see thru walls but doors are same shit its not a skin its a fucking hack

Subject: Re: Di3hard's Doors

Posted by [IronWarrior](#) on Tue, 24 Feb 2009 03:06:20 GMT

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Di3HardNL wrote on Mon, 23 February 2009 06:03Thats why I make new doors without transparant stuff, hopefully people will use them

If you send me both the doors, the glass ones and the others, I get them on Game-Maps.NET

Subject: Re: Di3hard's Doors

Posted by [Dreganius](#) on Tue, 24 Feb 2009 03:18:11 GMT

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I had em for a while. They were fun, but I hardly call them advantage, I wouldn't notice an enemy anyway. But then I made my own doors.

Yay.

Subject: Re: Di3hard's Doors

Posted by [_SSnipe_](#) on Tue, 24 Feb 2009 03:25:11 GMT

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Karandras wrote on Mon, 23 February 2009 19:18 I had em for a while. They were fun, but I hardly call them advantage, I wouldn't notice an enemy anyway. But then I made my own doors.

Yay.

well if me and my team mates like we uaslly do get a rush ready in the bar lets say and sbh can easy see them from outside which pretty much A HACK

Subject: Re: Di3hard's Doors

Posted by [Dreganius](#) on Tue, 24 Feb 2009 03:52:03 GMT

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SSnipe wrote on Tue, 24 February 2009 14:25 Karandras wrote on Mon, 23 February 2009 19:18 I had em for a while. They were fun, but I hardly call them advantage, I wouldn't notice an enemy anyway. But then I made my own doors.

Yay.

well if me and my team mates like we uaslly do get a rush ready in the bar lets say and sbh can easy see them from outside which pretty much A HACK

Yeah, but I barely sit in a base with an SBH and watch enemies. I usually use an SBH for covert assassination, not recon.

But yeah. I don't use the doors no more, so argument's over.

Subject: Re: Di3hard's Doors

Posted by [DarkKnight](#) on Tue, 24 Feb 2009 14:41:51 GMT

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i had first put in the other doors, the see through ones and hated them. now using the sci fi doors. their awesome. Wish the colors matched more up with the base though.
