Subject: New M16 and Allied Medium Tank

Posted by KatzSmile on Tue, 19 May 2009 18:37:21 GMT

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From KatzSmile with love =)

New Allied Medium Tank and M16 with sound pack

M16 Model Replacements with sounds (~800 kb) USA Abrams M1A3 Medium Tank (~2.4 Mb)

## Installation:

Just unpack archive to Data folder inside game directory. Rewrite existing files on request.

I will meet you at battlefield soldier.

P.S. models provided AS-IS. Using this models in other mods than A Path Beyond is now allowed without my permission.

e-mail me: info@lead-games.com

Subject: Re: New M16 and Allied Medium Tank Posted by Scrin on Tue, 19 May 2009 18:40:13 GMT

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KatzSmile wrote on Tue, 19 May 2009 21:37 From KatzSmile with love =)

New Allied Medium Tank and M16 with sound pack

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i forgot to tell you, 3 years ago some dude with name mad\_kiten or some posted that hud here (i still have it...im too lazy to set it right)

Subject: Re: New M16 and Allied Medium Tank Posted by ErroR on Tue, 19 May 2009 18:41:32 GMT

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nice

Subject: Re: New M16 and Allied Medium Tank

Posted by mrãçÄ·z on Tue, 19 May 2009 18:42:30 GMT

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Selfmade Textures? they look really nice

Subject: Re: New M16 and Allied Medium Tank Posted by KatzSmile on Tue, 19 May 2009 18:45:23 GMT

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Mad Kitten is me =P

on that hud based many other huds.

Mammoth Tank with updated textures come soon too

Subject: Re: New M16 and Allied Medium Tank

Posted by Scrin on Tue, 19 May 2009 18:52:46 GMT

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KatzSmile wrote on Tue, 19 May 2009 13:45Mad\_Kitten is me =P

are you fucking kidding me???

Subject: Re: New M16 and Allied Medium Tank

Posted by KatzSmile on Tue, 19 May 2009 18:55:13 GMT

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Nope =))

That is destiny

Subject: Re: New M16 and Allied Medium Tank

Posted by Tupolev TU-95 Bear on Tue, 19 May 2009 18:55:58 GMT

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uhmm hud

Subject: Re: New M16 and Allied Medium Tank Posted by KatzSmile on Tue, 19 May 2009 19:07:47 GMT

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goliath35, want this HUD?

Subject: Re: New M16 and Allied Medium Tank

Posted by Scrin on Tue, 19 May 2009 19:26:15 GMT

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KatzSmile wrote on Tue, 19 May 2009 13:55Nope =))

That is destiny

ummmm.... its funny how you come here after 3 years Oo (if its you)

Subject: Re: New M16 and Allied Medium Tank

Posted by Tupolev TU-95 Bear on Tue, 19 May 2009 19:46:25 GMT

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KatzSmile wrote on Tue, 19 May 2009 20:07goliath35, want this HUD?

yes plz i want that hud =)

may i sttart taking the pictures of the new models?

Subject: Re: New M16 and Allied Medium Tank

Posted by Tupolev TU-95 Bear on Tue, 19 May 2009 19:47:14 GMT

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\*gurgles for that refinery\*

Subject: Re: New M16 and Allied Medium Tank

Posted by KatzSmile on Tue, 19 May 2009 19:51:48 GMT

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Catch the HUD =)

Yeah you can record video, catch screenshots and etc. but cant use in another than APB mods without my permission

File Attachments

1) katzhud.rar, downloaded 248 times

Subject: Re: New M16 and Allied Medium Tank Posted by The Party on Tue, 19 May 2009 20:25:04 GMT

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lol only APB? Can we use it normally in normal renegade? Also what is with you Russians liking **USA things?** 

Subject: Re: New M16 and Allied Medium Tank Posted by Scrin on Tue, 19 May 2009 21:32:08 GMT

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MasterEvolution wrote on Tue, 19 May 2009 15:25 Also what is with you Russians liking USA things? what?

Subject: Re: New M16 and Allied Medium Tank Posted by slosha on Tue, 19 May 2009 21:56:11 GMT

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KatzSmile wrote on Tue, 19 May 2009 14:51Catch the HUD =)

Yeah you can record video, catch screenshots and etc. but cant use in another than APB mods without my permission

one or more shader plug-ins failed to load.. how do i fix this? this happens only with your hud files in meh data folder.

Subject: Re: New M16 and Allied Medium Tank Posted by Gohax on Wed, 20 May 2009 00:45:12 GMT

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slosha69 wrote on Tue, 19 May 2009 16:56KatzSmile wrote on Tue, 19 May 2009 14:51Catch the HUD =

Yeah you can record video, catch screenshots and etc. but cant use in another than APB mods without my permission

one or more shader plug-ins failed to load.. how do i fix this? this happens only with your hud files in meh data folder.

Yeah I get that too.

Nice hud btw

Subject: Re: New M16 and Allied Medium Tank Posted by marcin205 on Wed, 20 May 2009 01:52:32 GMT

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This Textures are nice btw nice reticle deathlink made?

Subject: Re: New M16 and Allied Medium Tank

Posted by KatzSmile on Wed, 20 May 2009 12:27:58 GMT

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Little teaser for my upcoming content.

Subject: Re: New M16 and Allied Medium Tank

Posted by mrãçÄ·z on Wed, 20 May 2009 12:30:42 GMT

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Pretty sure tehy have a way to much polys...

Subject: Re: New M16 and Allied Medium Tank

Posted by ErroR on Wed, 20 May 2009 14:39:06 GMT

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oh shit that's nice (<- this smiley sucks, i want another one )

Subject: Re: New M16 and Allied Medium Tank

Posted by y2knemo69 on Wed, 20 May 2009 18:52:49 GMT

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so these aren't actually for ren then?

Subject: Re: New M16 and Allied Medium Tank

Posted by LR01 on Wed, 20 May 2009 19:28:11 GMT

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KatzSmile wrote on Wed, 20 May 2009 14:27Little teaser for my upcoming content.

nice, where are they for?

Subject: Re: New M16 and Allied Medium Tank Posted by Scrin on Wed, 20 May 2009 20:06:37 GMT

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its all for Renegade: A Path Beyond mod (replace tanks for LAN game mode)

Subject: Re: New M16 and Allied Medium Tank

Posted by KatzSmile on Thu, 21 May 2009 07:54:01 GMT

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Polycount reduced. Model optimized. Remaded turret.

**Before** 

After

P.S.: Models will come to public in one-two weeks. When i finish textures for them

Subject: Re: New M16 and Allied Medium Tank

Posted by Tupolev TU-95 Bear on Thu, 21 May 2009 17:04:35 GMT

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lol what about a total vehicle conversion:]

Subject: Re: New M16 and Allied Medium Tank

Posted by slosha on Thu, 21 May 2009 19:09:20 GMT

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can some1 please tell me why i'm getting shaders errors with this hud?

Subject: Re: New M16 and Allied Medium Tank

Posted by KatzSmile on Thu, 21 May 2009 19:40:56 GMT

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Open hud.ini and remove this lines

[ShaderPlugins]
PluginCount=1
PluginsRequired=true
1=apbshaders.dll

## Subject: Re: New M16 and Allied Medium Tank Posted by Scrin on Thu, 21 May 2009 19:47:06 GMT

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KatzSmile wrote on Thu, 21 May 2009 14:40Open hud.ini and remove this lines

[ShaderPlugins]
PluginCount=1
PluginsRequired=true
1=apbshaders.dll

he means Command & Conquer Renegade...here not much ppls who play APB and stuff...

Subject: Re: New M16 and Allied Medium Tank

Posted by KatzSmile on Thu, 21 May 2009 20:20:36 GMT

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dont tell me shit scrin. in my hud need to remove this lines to make it work on renegade!

Subject: Re: New M16 and Allied Medium Tank

Posted by slosha on Sat, 23 May 2009 03:58:59 GMT

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KatzSmile wrote on Thu, 21 May 2009 14:40Open hud.ini and remove this lines

[ShaderPlugins]
PluginCount=1
PluginsRequired=true
1=apbshaders.dll

it works now but it fails to show me team radar. all it shows me is a blip in the middle :\