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

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 [mrÃÄÃÄÃÄ-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 196 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
[View Forum Message](#) <> [Reply to Message](#)

KatzSmile wrote on Tue, 19 May 2009 14:51 Catch 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 16:56 KatzSmile wrote on Tue, 19 May 2009 14:51 Catch 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 [mr£ÄŞÄ-z](#) on Wed, 20 May 2009 12:30:42 GMT
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Pretty sure teh 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 14:27 Little 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 [slosa](#) 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 :\
