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Subject: new gun sounds, and new skins!  
Posted by [pulverizer](#) on Thu, 31 Jul 2003 16:42:17 GMT  
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I made a (little) mod. it changes the standard pistol gun sound, the normal rifle, and the minigun. it adds 2 new skins, a Usa ranger (gdi soldier) and a new deadeye skin. and it changes the background sound in mission 2 (in the mission rescue and retribution) and I changed some other things in mission 2.

here is a pic of the new deadeye:  
<http://home.planet.nl/~kuste389/sniper.jpg>

sorry, I don't have more screenshots.  
but here is the url to download the (little) mod:

[http://home.planet.nl/~kuste389/m\\_mod.rar](http://home.planet.nl/~kuste389/m_mod.rar)

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Subject: new gun sounds, and new skins!  
Posted by [Sk8rRIMuk](#) on Thu, 31 Jul 2003 18:11:30 GMT  
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Dude thats sw33t the modellooks good.

The sounds are good espexially the minigunner one because you hear the sheels drop aswell.

\*Sk8rRIMuk adds this to his fav little mod list.

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Subject: new gun sounds, and new skins!  
Posted by [pulverizer](#) on Thu, 31 Jul 2003 18:38:29 GMT  
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thanks

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Subject: new gun sounds, and new skins!  
Posted by [spreegem](#) on Fri, 01 Aug 2003 02:08:03 GMT  
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Sw337 this mod r0x, Great deadeye pic, BTW, could I use this on my website?, you will recieve full credit for it.

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Subject: new gun sounds, and new skins!  
Posted by [pulverizer](#) on Fri, 01 Aug 2003 16:08:24 GMT  
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spreegemSw337 this mod r0x, Great deadeye pic, BTW, could I use this on my website?, you will receive full credit for it.

yeah, sure

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Subject: new gun sounds, and new skins!  
Posted by [brent3000](#) on Sat, 02 Aug 2003 23:50:25 GMT  
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Sk8rRIMukDude thats sw33t the modellooks good.

The sounds are good espexially the minigunner one because you hear the sheels drop aswell.

\*Sk8rRIMuk adds this to his fav little mod list.  
i agree

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Subject: new gun sounds, and new skins!  
Posted by [Ugauga01](#) on Sun, 03 Aug 2003 02:37:53 GMT  
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DU IDIOT!!!

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Subject: new gun sounds, and new skins!  
Posted by [pulverizer](#) on Sun, 03 Aug 2003 08:11:20 GMT  
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Ugauga01DU IDIOT!!!

I'm creating a MUCH better one for genegade.

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Subject: new gun sounds, and new skins!  
Posted by [brent3000](#) on Sun, 03 Aug 2003 11:06:14 GMT

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slayerUgauga01DU IDIOT!!!

I'm creating a MUCH better one for genegade.  
when will it be done

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Subject: new gun sounds, and new skins!  
Posted by [pulverizer](#) on Sun, 03 Aug 2003 11:15:38 GMT  
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brent3000slayerUgauga01DU IDIOT!!!

I'm creating a MUCH better one for genegade.  
when will it be done

well, I lead a mod called genegade, it's generals in renegade.  
web site will be up soon. don't know when it's finished.

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Subject: new gun sounds, and new skins!  
Posted by [Jaspah](#) on Sun, 03 Aug 2003 16:21:12 GMT  
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I had a Idea for the GLA Stinger Site...

3 Rocksoldiers spawn every like 1 minute if they die..  
If they kill building...  
Spawners disable...

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Subject: new gun sounds, and new skins!  
Posted by [Ugauga01](#) on Sun, 03 Aug 2003 23:24:56 GMT  
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NO....

We make the Stinger Site and do some Automatic Gun Emplacements in it

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Subject: new gun sounds, and new skins!  
Posted by [brent3000](#) on Mon, 04 Aug 2003 07:03:30 GMT  
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slayerbrent3000slayerUgauga01DU IDIOT!!!

I'm creating a MUCH better one for genegade.  
when will it be done

well, I lead a mod called genegade, it's generals in renegade.  
web site will be up soon. don't know when it's finished.  
when will it be done

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Subject: new gun sounds, and new skins!  
Posted by [pulverizer](#) on Mon, 04 Aug 2003 09:46:38 GMT  
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don't know when it's done

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Subject: new gun sounds, and new skins!  
Posted by [brent3000](#) on Mon, 04 Aug 2003 09:49:45 GMT  
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ok

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