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Subject: Sniper rifle skin, no green tint

Posted by [Commando no. 448](#) on Sun, 01 Jun 2003 11:16:26 GMT

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I imagine the green tint also makes it harder for them to spot stealths. The mono tone makes it harder to see the white lines moving up and down. I also agree it would be gaining an unfair advantage.

Ever try using the mitrix skin conversion and sniping? It gets real hard to spot the soldiers on the green terrain. That is part of the reason I removed it. That and you need your texture setting maxed to even see the skins properly.

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