Subject: question about base skins
Posted by Archcasp on Wed, 23 May 2007 11:47:14 GMT
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I skinned the GDI base, and was wonder how do I skin the NOD base? What DSS files are used for the NOD base?

please help
thanx

Subject: Re: question about base skins
Posted by Scrin on Wed, 23 May 2007 19:30:48 GMT
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Archcasp wrote on Wed, 23 May 2007 06:47I skinned the GDI base, and was wonder how do I skin the NOD base? What DSS files are used for the NOD base?

please help
thanx

lol.......

Subject: Re: question about base skins
Posted by Archcasp on Wed, 23 May 2007 21:03:03 GMT
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Scrin wrote on Wed, 23 May 2007 15:30Archcasp wrote on Wed, 23 May 2007 06:47I skinned the GDI base, and was wonder how do I skin the NOD base? What DSS files are used for the NOD base?

please help
thanx

lol.......

=(

Subject: Re: question about base skins
Posted by Sn1per74* on Thu, 24 May 2007 03:32:17 GMT
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Take a knife and start scraping.

Subject: Re: question about base skins
Posted by Archcasp on Thu, 24 May 2007 03:36:30 GMT
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Sn1per74(2) wrote on Wed, 23 May 2007 23:32Take a knife and start scraping.

anyone know at all? or should I try a differ fourm?

Subject: Re: question about base skins
Posted by Sn1per74* on Thu, 24 May 2007 04:04:01 GMT
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Get XCC MIXER from renhelp.net and start scanning through always.dat looking for them...

Subject: Re: question about base skins
Posted by Archcasp on Thu, 24 May 2007 09:21:58 GMT
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Sn1per74(2) wrote on Thu, 24 May 2007 00:04Get XCC MIXER from renhelp.net and start
scanning through always.dat looking for them...

lol i did, the GDI base is named GDI_***

but the NOD base isn't

Subject: Re: question about base skins
Posted by Slave on Thu, 24 May 2007 10:00:07 GMT
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Go to this folder in the Ren Modtools

HowTo\Multiplayer Maps\mp_hourglass

and find the nod textures

Subject: Re: question about base skins
Posted by Jerad2142 on Thu, 24 May 2007 17:11:10 GMT
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What I would do is import the building into RenX bring up the material browser, and look to see
what the missing textures names are (I suppose you could also just extract it from Always.dat and

open it up in .w3d viewer, either way will work), then just extract the textures that match the missing textures names.

Subject: Re: question about base skins
Posted by Gen_Blacky on Mon, 28 May 2007 04:04:31 GMT
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looks like every one is willing to help

Subject: Re: question about base skins
Posted by Archcasp on Mon, 28 May 2007 09:05:55 GMT
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Gen_Blacky wrote on Mon, 28 May 2007 00:04looks like every one is willing to help

ty everyone. im going to try the ren x tool and see what i can do. here is the skins i did for the GDI base.

Subject: Re: question about base skins
Posted by jamiejrg on Mon, 28 May 2007 12:26:49 GMT
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You do like your urban camo don't you?

Jamie

Subject: Re: question about base skins
Posted by Goztow on Mon, 28 May 2007 13:17:37 GMT
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It seems you like The KOSs2 a lot

Subject: Re: question about base skins
Posted by Archcasp on Mon, 11 Jun 2007 23:13:24 GMT

NOD Base so far, comments?

NOD logo

GDI Sandbags outside of bar

What you think? any ideas/changes?

Subject: Re: question about base skins
Posted by GrayWolf on Mon, 11 Jun 2007 23:50:41 GMT

Scrin wrote on Thu, 24 May 2007 03:30Archcasp wrote on Wed, 23 May 2007 06:47I skinned the GDI base, and was wonder how do I skin the NOD base? What DSS files are used for the NOD base?

please help
thanx

lol.......

Yeah real nice dick head. Shit I remember you asking me a load of questions and i always tryed to help.

Subject: Re: question about base skins
Posted by Archcasp on Tue, 12 Jun 2007 02:11:23 GMT

GrayWolf wrote on Mon, 11 June 2007 19:50Scrin wrote on Thu, 24 May 2007 03:30Archcasp wrote on Wed, 23 May 2007 06:47I skinned the GDI base, and was wonder how do I skin the NOD base? What DSS files are used for the NOD base?

please help
thanx

lol.......

Yeah real nice dick head. Shit I remember you asking me a load of questions and i always tryed to help.

??? Did I miss something?

Subject: Re: question about base skins
Posted by GrayWolf on Tue, 12 Jun 2007 02:22:43 GMT
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no that was directed at scrin.

You asked a question and he answered wit a "lol".
Thats just shitty.

Subject: Re: question about base skins
Posted by Archcasp on Tue, 12 Jun 2007 04:28:54 GMT
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GrayWolf wrote on Mon, 11 June 2007 22:22no that was directed at scrin.

You asked a question and he answered wit a "lol".
Thats just shitty.

oh ok yea i thought so as well

Subject: Re: question about base skins
Posted by Jerad2142 on Tue, 12 Jun 2007 07:55:04 GMT

The blue lights on the refinery look kind of cool.