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Subject: Old Sakura Skin

Posted by [rnutk](#) on Wed, 19 Mar 2008 11:22:44 GMT

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Where to download the REDONE Beta Sakura Skin (in the always.dat, without the jacket)?

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Subject: Re: Old Sakura Skin

Posted by [The Executor](#) on Thu, 20 Mar 2008 16:20:42 GMT

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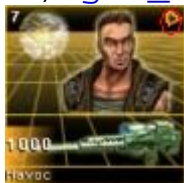
lol you see it ingame because it is an alternat skin, lol. You see where that little yellow arrow is in the upper right hand corner of the sakura button in the PCT? Click on it and it will switch to the sakura with the pruple skins.

What a nOOB question, don't worry I made that same mistake when I first started playing ren.

I have an ex posted below, it is the havoc instead of the sakura but same idea.

### File Attachments

1) [gdi\\_havoc.jpg](#), downloaded 641 times



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Subject: Re: Old Sakura Skin

Posted by [Reaver11](#) on Thu, 20 Mar 2008 16:31:04 GMT

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MSwindows wrote on Thu, 20 March 2008 17:20lol you see it ingame because it is an alternat skin, lol. You see where that little yellow arrow is in the upper right hand corner of the sakura button in the PCT? Click on it and it will switch to the sakura with the pruple skins.

What a nOOB question, don't worry I made that same mistake when I first started playing ren.

I have an ex posted below, it is the havoc instead of the sakura but same idea.

-- Sorry MSwindows seems you missed this post also -->

He means this Sakura skin!

MSwindows what a n00b answer seriously, He means the beta sakura skin without the jaket if im correct.

Okay rrtuk what you have got to do is extract the 19\_sakura\_head2.jpg and 19\_sakura\_body2.jpg

Go to the Sakura skin as it is now and replace all the parts from this skin to the original and recompile it.

Only one thing Im not sure whatever will happen with the jacket probably you need to make it an invis texture

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Subject: Re: Old Sakura Skin  
Posted by [Di3HardNL](#) on Sat, 22 Mar 2008 14:06:54 GMT  
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or delete the jacket in renx first?, but im not sure ruttuk will be able to do that

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Subject: Re: Old Sakura Skin  
Posted by [rrutk](#) on Sat, 22 Mar 2008 14:27:27 GMT  
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Thanks for the answers. Yeas, meant the beta skin.

Well, i'm just starting with gmax, but I learn quickly.

So, it is photoshop work, cutting out the beta stuff und paste onto the standard skin?

Or re-texture in gmax?

I'm not firm with this multitexture-tga-maps. No idea, how to texture something with a certain area of those multitexturemaps....?

And some more modding questions:

1. I'm looking for a AI-Airstrike-Script. I want a certain aircraft-model to make an strike on the enemy base, killing somebody and flying away. And the whole stuff available on PT-Icon.
2. I'm inserted beta-repairpads into my map. But the standard-repair-area doesnt repair all of my new inserted beta-vehicles?
3. I recompiled the beta-tiberium-silos. But it lost the reflections on the glas-windows and the inner light.... how to make this inner light in gmax?

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Subject: Re: Old Sakura Skin  
Posted by [Reaver11](#) on Sat, 22 Mar 2008 15:05:52 GMT  
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Indeed there are two ways, either copy and paste the texture parts which is easy but might not give the best quality.

Or

Redo it in renx

AI-Airstrike is scripting work as far as I know it only has been done with the usage of a beacon (ask reborn this )

Point one how did you insert the repairbays as terrain or as tile. The repairarea will only work with the repairpad buildingcontroller, or you make a scriptzone with a repairscript set only for the current team and rig a destroy script to the pad (so the zone will go away when the pad is destroyed)

I dont know about reflections, but you can add light as lightscape imported it is just in the leveledit tree than place it dubble click it and change your light (dont forget to render it)

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Subject: Re: Old Sakura Skin  
Posted by [rrutk](#) on Mon, 24 Mar 2008 23:19:17 GMT  
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ok, how to apply such a multitexture-tga-map in renX?

can you give one example?

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