

---

Subject: apoc tank skin

Posted by [ErroR](#) on Tue, 08 Apr 2008 11:58:38 GMT

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

---

well there's a skin in ren2 model pack but the file is missing some textures any one have these textures cuz apoc tank is really cool...

#### File Attachments

1) [Missing.bmp](#), downloaded 521 times

---

---

Subject: Re: apoc tank skin

Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 08 Apr 2008 13:45:14 GMT

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

---

Ask the maker of IslandsEVO Map, to use his APOC Tank Textures.

---

---

Subject: Re: apoc tank skin

Posted by [renalpha](#) on Tue, 08 Apr 2008 13:51:03 GMT

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

---

or rip them with xcc from its map lol

---

---

Subject: Re: apoc tank skin

Posted by [ErroR](#) on Tue, 08 Apr 2008 14:55:18 GMT

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

---

renalpha wrote on Tue, 08 April 2008 16:51 or rip them with xcc from its map lol  
meheheh

---

---

Subject: Re: apoc tank skin

Posted by [ErroR](#) on Tue, 08 Apr 2008 15:08:45 GMT

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

---

and where do i get the mod/map i serched but didn't find it

---

---

Subject: Re: apoc tank skin

Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 08 Apr 2008 16:01:09 GMT

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

---

Thats VolcanoEVO, it has all Tanks of IslandsEVO.

---

VolcanoEVO

---

---

Subject: Re: apoc tank skin  
Posted by [rrutk](#) on Tue, 08 Apr 2008 18:09:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

but in this mod the models are changed and with this not original.

i actually try to bond some of them.

---

---

Subject: Re: apoc tank skin  
Posted by [ErroR](#) on Thu, 10 Apr 2008 13:58:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yea the skins are not original and they suck the texture has no details just a texture

---

---

Subject: Re: apoc tank skin  
Posted by [Sir Kane](#) on Thu, 10 Apr 2008 14:10:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Textures.

---