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Subject: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [KristyGirl](#) on Mon, 30 Jun 2008 21:17:31 GMT  
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Well here is my second skin pack, what do you guys think?

#### File Attachments

1) [Blue Nod Characters and PCT Icons.zip](#), downloaded 131 times

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [Canadacdn](#) on Mon, 30 Jun 2008 21:34:44 GMT  
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You could have at least used Photoshop's hue/saturation tool on the Stealth Tank's grating.

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [IronWarrior](#) on Mon, 30 Jun 2008 23:04:51 GMT  
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Nice pack, blue is kinda refreshing.

As with the other pack, I get this on Game-Maps for you soon.

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [KristyGirl](#) on Tue, 01 Jul 2008 02:52:39 GMT  
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Canadacdn wrote on Mon, 30 June 2008 16:34You could have at least used Photoshop's hue/saturation tool on the Stealth Tank's grating.

I left it that way on purpose, I like how it clashes. Nice mix red with this particular shade of blue.

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [ErroR](#) on Tue, 01 Jul 2008 09:40:51 GMT  
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i like it!

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [Goztow](#) on Tue, 01 Jul 2008 10:24:40 GMT

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It looks refreshing, indd. However, I got the impression I've seen this before (partially?).

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [Slave](#) on Tue, 01 Jul 2008 14:50:17 GMT

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Should've deselected the taillights on vehicles, before swapping red to blue.

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [IronWarrior](#) on Tue, 01 Jul 2008 16:03:27 GMT

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I just noticed something.

You uploaded the wrong file, it's the Blue Nod Characters again and not the vehicles.

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's

Posted by [EA-DamageEverything](#) on Tue, 08 Jul 2008 23:08:16 GMT

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Goztow wrote on Tue, 01 July 2008 12:24However, I got the impression I've seen this before (partially?). The background used in the screeners is this=

Author: AthlonBug

Email: [iacrimosa@skynet.be](mailto:iacrimosa@skynet.be)

Skin Name: Green Menu Background

Description: Replaces red/orange menu background (+color Renegade logo)

Last Modified: 13/11/2002

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Skin Downloaded From: (<http://skinners.cncseries.com>)

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and there are already some saphir-blue NOD-Vechs out in the Ren Universe (ok without the PT Icons)=

Color Unit Skins

by SomeRhino  
Team Dri Reign Mods  
(<http://mods.cncrenegade.com>)  
-Side note= Date was the 23th june 2002-

Anyways, I love to see new skins but please don't forget that you have to do some revolutionary things because almost anything has been skinned in various ways by now.

### File Attachments

1) [Saphire NOD.jpg](#), downloaded 508 times



2) [back.dds](#), downloaded 133 times

Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [Lone0001](#) on Wed, 09 Jul 2008 03:41:46 GMT

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<http://skimmers.cncseries.com> is a dead link.

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Subject: Re: [RELEASE] Blue Nod Vechicle's and PCT Icon's  
Posted by [EA-DamageEverything](#) on Thu, 10 Jul 2008 23:13:18 GMT

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LOI I know and that's why I put up the .dds file into my post. I'll unlink the links if possible. Many of the old sites are dead by now.

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