
Subject: Beta GDI Mutants

Posted by [Poskov](#) on Sun, 09 Nov 2008 04:08:01 GMT

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Hey I've taken hold of the beta GDI mutant textures,
through some rather unconventional methods.

Feel free to download them and use them as you please,
but,
give me credit as I had to do, things, to get them.

(Hud Icon)

File Attachments

1) [hud_cnc_GDI_mutants.JPG](#), downloaded 1302 times



Subject: Re: Beta GDI Mutants

Posted by [u6795](#) on Sun, 09 Nov 2008 15:00:38 GMT

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Dude. Awesome.

Subject: Re: Beta GDI Mutants

Posted by [Starbuzzz](#) on Sun, 09 Nov 2008 15:21:53 GMT

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wow thanks man!

Subject: Re: Beta GDI Mutants

Posted by [IronWarrior](#) on Sun, 09 Nov 2008 15:52:50 GMT

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Interesting, since these was already in the always.dat file.

But cool.

Subject: Re: Beta GDI Mutants
Posted by [ErroR](#) on Sun, 09 Nov 2008 16:24:29 GMT
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^^

Subject: Re: Beta GDI Mutants
Posted by [Starbuzzz](#) on Sun, 09 Nov 2008 20:05:50 GMT
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IronWarrior wrote on Sun, 09 November 2008 09:52Interesting, since these was already in the always.dat file.

But cool.

Are you sure Iron? I made a search for them and could only find 1 GDI mutant. I could not find the 2 mutants Poskov uploaded here.

Maybe I am too sleepy.

Subject: Re: Beta GDI Mutants
Posted by [Reaver11](#) on Sun, 09 Nov 2008 21:06:11 GMT
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I'm sorry but I don't believe those came from westwood.

These hud icons are found in the always.dat from the renegade demo. There are certain version of the demo over the internet.

What you see on the templar for instance is that the gdi logo is green and not the same from the initiate + the location of the logo is not the same as on the hud texture with all the mutants. On the hud icon from the acrolyte you can see a different color of brown for the wrap of clothing. And why is the big eye thingy red on the acrolyte? If you dont believe these pics are real go and download the renegade demo 1.019 and check them out in the always.dat they are just between the hud icons. The little triangle circled with red is not found on the hud icon of the templar!

There is proof these are forged and if so why not tell it. Even if they aren't then I'm not going to give credits to you. Especially not on the way you type it out 'give me credit as I had to do, things, to get them.' Too many diffences between the hud icons in the demo. I don't believe those skins are from the beta and if they really are proof me by telling where you found them.

Subject: Re: Beta GDI Mutants

Posted by [Starbuzzz](#) on Sun, 09 Nov 2008 21:49:55 GMT

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Ouch...this is getting interesting.

Subject: Re: Beta GDI Mutants

Posted by [Poskov](#) on Sun, 09 Nov 2008 22:02:29 GMT

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Dude, of course there are inconsistencies,
why look deadeye's sniper icon compared to the weapon's icon.

(Circled in red means differences)

and, notice how in the gdi mutant hud,
the mutant officer's eye is gold not red.

PS, the gdi mutant super soldier does have a 10 on its breastplate,
the triangle on its sholder pad is not visible in the icon.
It is also obvious that the mutants in the hud icon are reversed.

Of course these aren't in the always.dat, if EA left all their beta stuff in always.dat people would be celebrating.

File Attachments

1) [1.JPG](#), downloaded 1146 times



2) [hud_sniperock.JPG](#), downloaded 1016 times



3) [hud_cnc_gdeadeye.JPG](#), downloaded 1050 times



Subject: Re: Beta GDI Mutants

Posted by [Reaver11](#) on Sun, 09 Nov 2008 22:47:03 GMT

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Well it is more that I don't want to take anything as beta stuff for granted with ease.

Hmm indeed those are reversed havent really seen that. My bad there.

It is possible that there are different versions of the mutants. Only I was like can these be real? Plus you where a bit secretive about the finding location that why I might have argued to soon.

The sniper rifle is an inconsitence of a different sort. It is just the deadeye icon with the old 500 sniper. ->

(enlarged out of a screensht from cnc source gallery)

<http://www.cnc-source.com/forums/index.php?autocom=gallery&req=si&img=30> 65

Subject: Re: Beta GDI Mutants

Posted by [Canadacdn](#) on Sun, 09 Nov 2008 23:28:37 GMT

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There are a lot of interesting things found in the demo's always.dat, but nothing particularly useful. However, what it looks like what Poskov did was photoshop the existing mutant textures to look like the GDI mutants in the unused Purchase Terminal textures. They still look good though.

Subject: Re: Beta GDI Mutants

Posted by [Poskov](#) on Mon, 10 Nov 2008 00:32:53 GMT

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Quit your speculation Canadacdn, I don't even have photoshop.

Subject: Re: Beta GDI Mutants

Posted by [Canadacdn](#) on Mon, 10 Nov 2008 00:39:34 GMT

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Poskov wrote on Sun, 09 November 2008 18:32Quit your speculation Canadacdn, I don't even have photoshop.

Why? Stop being a whiny attention whore.

Subject: Re: Beta GDI Mutants

Posted by [GEORGE ZIMMER](#) on Mon, 10 Nov 2008 00:40:19 GMT

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It's not like photoshopping it is bad in this case. Most skins are, y'know, made with it anyways.

Subject: Re: Beta GDI Mutants

Posted by [_SSnipe_](#) on Mon, 10 Nov 2008 00:42:18 GMT

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Poskov wrote on Sun, 09 November 2008 14:02Dude, of course there are inconsistencies, why look deadeye's sniper icon compared to the weapon's icon.

(Circled in red means differences)

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the mutant officer's eye is gold not red.

PS, the gdi mutant super soldier does have a 10 on its breastplate,
the triangle on its sholder pad is not visible in the icon.
It is also obvious that the mutants in the hud icon are reversed.

Of course these aren't in the always.dat, if EA left all their beta stuff in always.dat people would be celebrating.

Wow westwood sucked lol

Subject: Re: Beta GDI Mutants

Posted by [Scrin](#) on Mon, 10 Nov 2008 06:17:51 GMT

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SSnipe wrote on Sun, 09 November 2008 18:42Poskov wrote on Sun, 09 November 2008 14:02Dude, of course there are inconsistencies, why look deadeye's sniper icon compared to the weapon's icon.

(Circled in red means differences)

and, notice how in the gdi mutant hud, the mutant officer's eye is gold not red.

PS, the gdi mutant super soldier does have a 10 on its breastplate, the triangle on its sholder pad is not visible in the icon. It is also obvious that the mutants in the hud icon are reversed.

Of course these aren't in the always.dat, if EA left all their beta stuff in always.dat people would be celebrating.

Wow westwood sucked lol
this is the beta 500 sniper rifle, this is what Poscov talked about
same design, diffirent scopes

Subject: Re: Beta GDI Mutants

Posted by [Reaver11](#) on Mon, 10 Nov 2008 07:21:35 GMT

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Poskov wrote on Sun, 09 November 2008 16:02Dude, of course there are inconsistencies, why look deadeye's sniper icon compared to the weapon's icon.

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PS, the gdi mutant super soldier does have a 10 on its breastplate, the triangle on its sholder pad is not visible in the icon. It is also obvious that the mutants in the hud icon are reversed.

Of course these aren't in the always.dat, if EA left all their beta stuff in always.dat people would be celebrating.

When I looked at the four mutants on this hudiconbar I was wondering why the eye appeared so gold and I found the answer it is not the same hudiconbar as I had posted this one has been edited.

Edited link

<http://www.renegadeforums.com/index.php?t=getfile&id=7978&private=0>

Original link

<http://i56.photobucket.com/albums/g161/BrianOcho/mutants.jpg>

This might be because he quoted it but lets look closely with a paint program ->

This is poskovs mutant from his bar. Look at how the color has become brownish in side the eye

This is the original that I posted ->

You can see clearly that there is more red in it. If you want to see the original for yourself check in the renegadedemo always.dat

I have uploaded these hudicons if you want to see them. (they are in original form .dds etc)

I must say I keep on wondering if these skins are original. Especially when you edit the hud icon.

Edit: I see I didn't zoom in enough on the bottom one I will do it later.

File Attachments

1) [originalmutantshuds.zip](#), downloaded 137 times

Subject: Re: Beta GDI Mutants

Posted by [ErroR](#) on Mon, 10 Nov 2008 08:25:45 GMT

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the hud icon is present if you use the mutant pt (access it with gdi)
