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Subject: Sakura Original

Posted by [samous](#) on Sat, 22 Nov 2008 01:53:31 GMT

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This is a partially good skin, its for sakura. Changes her outfit to an original concept, that might of been used in a SP mission, idk. I founf the file "19\_sakura\_body2.dds" in my allways.dat file, so i decided to make it a player. I know it sucks, but i'm a beginner, so what should i do to make it better?

=samous

### File Attachments

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- 1) [c\\_sakura.dds](#), downloaded 147 times
- 2) [ss\\_sakv2.jpg](#), downloaded 869 times



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Subject: Re: Sakura Original

Posted by [ErroR](#) on Sat, 22 Nov 2008 16:11:01 GMT

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I never saw it before

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Subject: Re: Sakura Original

Posted by [samous](#) on Sat, 22 Nov 2008 22:15:15 GMT

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the skin reminds me of the girl from RA2YR... tanya?

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Subject: Re: Sakura Original  
Posted by [Altzan](#) on Sun, 23 Nov 2008 01:32:06 GMT  
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`samous wrote on Sat, 22 November 2008 16:15the skin reminds me of the girl from RA2YR... tanya?

Yeah kinda.

You should get a better screenshot in my opinion, kinda hard to see.

Good work.

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Subject: Re: Sakura Original  
Posted by [samous](#) on Sun, 23 Nov 2008 01:44:35 GMT  
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it can be hard to get better ss... especailly when the persone i'm taking pic of is moving.

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Subject: Re: Sakura Original  
Posted by [Di3HardNL](#) on Sun, 23 Nov 2008 09:29:43 GMT  
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just buy a sakura in Lan Game mode.

Stand against a wall and by using 'v' you can get the character to turn around, so you can see its body in the screenshot.

Or open it in w3dviewer and make a screenshot of it there.

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Subject: Re: Sakura Original  
Posted by [ErroR](#) on Sun, 23 Nov 2008 16:36:58 GMT  
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Di3HardNL wrote on Sun, 23 November 2008 11:29just buy a sakura in Lan Game mode.

Stand against a wall and by using 'v' you can get the character to turn around, so you can see its body in the screenshot.

Or open it in w3dviewer and make a screenshot of it there.  
it appears just as a strange mesh not a normal char.

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Subject: Re: Sakura Original  
Posted by [samous](#) on Sun, 23 Nov 2008 17:44:25 GMT  
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lol, i never thought of doing the wall thing, but with w3d veiwer i'm just to lazy.

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