
Subject: [skin] Advanced GDI base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:47:01 GMT
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Just thought I would share the skins that i edited which change the look of the GDI base.

Subject: Re: Advanced GDI base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:49:29 GMT
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Also the GDI power plant.

as you can see other things are changed aswell because they use the same skins, and i think they look better.

EDIT: I have realised that a skin was missing that changes the PP and WF. I have re-edited that skin and uploaded it into the pack.

File Attachments

1) [GDI Base.rar](#), downloaded 240 times

Subject: Re: Advanced GDI base
Posted by [Scrin](#) on Sat, 29 Nov 2008 15:52:02 GMT
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lol... who give you my private screens?... my bar/walls-fly and agt got same style textures (but better quality)

btw nice work and nice style

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 15:52:13 GMT
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well done i like the agt
and the bar ground

(Orca a tip: make your signaturesentence correct)

"Friendship"

Subject: Re: Advanced GDI base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 15:58:18 GMT
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Killaaaaa wrote on Sat, 29 November 2008 09:52well done i like the agt
and the bar ground

(Orca a tip: make your signaturesentence correct)

"Friendship"
lol thanks for pointing that out.

Subject: Re: Advanced GDI base
Posted by [u6795](#) on Sat, 29 Nov 2008 16:10:08 GMT
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Not bad, these are actually really cool.

Subject: Re: Advanced GDI base
Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 16:10:37 GMT
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Scrinoid wrote on Sat, 29 November 2008 09:52lol... who give you my private screens?... my
bar/walls-fly and agt got same style textures (but better quality)

btw nice work and nice style
To receive a good reply from someone like you is rewarding.

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:14:09 GMT
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I would use this (ref_roll)

File Attachments

1) [RJC_ConYard_LftShtr.tga](#), downloaded 214 times

Subject: Re: Advanced GDI base
Posted by [Scrin](#) on Sat, 29 Nov 2008 16:25:16 GMT
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dont copy me

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:35:17 GMT
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But i luv your skins
so.. I have to copy your stuff

example:

Subject: Re: Advanced GDI base
Posted by [Scrin](#) on Sat, 29 Nov 2008 16:41:06 GMT
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Killaaaaa wrote on Sat, 29 November 2008 10:35But i luv your skins
so.. I have to copy your stuff

example:

lol, that's reborn ramjet, and you can use it because reborn's team set the same w3d mesh name
for it
and its not my current ramjet

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 16:44:14 GMT
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but your "Havoc"

Subject: Re: Advanced GDI base
Posted by [Scrin](#) on Sat, 29 Nov 2008 16:54:21 GMT
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Killaaaaa wrote on Sat, 29 November 2008 10:44but your "Havoc"
Di3 find that havoc somewhere

DMC-Killamarc_XD!

Subject: Re: Advanced GDI base

Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 17:00:55 GMT

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cool you still know my name but

I am "Killamarc" I don't play

anymore with _XD

[spi Havoc Biker]

<http://ren.game-maps.net/index.php?action=category&id=140>

Subject: Re: Advanced GDI base

Posted by [Scrin](#) on Sat, 29 Nov 2008 17:09:15 GMT

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Killaaaaa wrote on Sat, 29 November 2008 11:00cool you still know my name but

I am "Killamarc" I don't play

anymore with _XD

[spi Havoc Biker]

<http://ren.game-maps.net/index.php?action=category&id=140>

bwahaha PwNd

and btw "espi" that means Espion? moderator of this forums and also know as RenX? (he got Sir Kane's hud also)

Subject: Re: Advanced GDI base

Posted by [ArtyWh0re](#) on Sat, 29 Nov 2008 19:54:36 GMT

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Killaaaaa wrote on Sat, 29 November 2008 10:14I would use this (ref_roll)

Attachment: RJC_ConYard_LftShtr.tga

That is a really nice skin, is it Scrin's.

Subject: Re: Advanced GDI base
Posted by [danpaul88](#) on Sat, 29 Nov 2008 20:20:10 GMT
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Those base textures are pretty good, improving on the originals while still keeping the same style and such, nice work.

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sat, 29 Nov 2008 20:21:29 GMT
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Orca234 wrote on Sat, 29 November 2008 20:54Killaaaaa wrote on Sat, 29 November 2008 10:14I would use this (ref_roll)
Attachment: RJC_ConYard_LftShtr.tga
That is a really nice skin, is it Scrin's.

Scrin use it yes.

I use this..

Subject: Re: Advanced GDI base
Posted by [slosha](#) on Sun, 30 Nov 2008 00:09:46 GMT
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i only got the agt and the refinery in that rar.. wheres the pp, the wf, and the bar?

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 00:20:44 GMT
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"facepalm"

Subject: Re: Advanced GDI base
Posted by [Scrin](#) on Sun, 30 Nov 2008 15:04:54 GMT
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Orca234 wrote on Sat, 29 November 2008 09:47Just thought I would share the skins that i edited which change the look of the GDI base.

for your good work with texturing, i have find the time and made few forum signatures for you with

orca ok?

p.s. border by Kalle Bowo

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 15:40:05 GMT
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nice work Scrin...

how do you do the frames?

Subject: Re: Advanced GDI base
Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 15:43:46 GMT
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OMG that is awesome, thanks man!

Subject: Re: Advanced GDI base
Posted by [Scrin](#) on Sun, 30 Nov 2008 15:46:12 GMT
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Orca234 wrote on Sun, 30 November 2008 09:43OMG that is awesome, thanks man!

and that flames i use ingame

Subject: Re: Advanced GDI base
Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 15:49:19 GMT
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frame on the pic not flame

Subject: Re: Advanced GDI base
Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 16:03:25 GMT
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slosa69 wrote on Sun, 30 November 2008 01:09i only got the agt and the refinery in that rar..

wheres the pp, the wf, and the bar?
,i will look at this when i get home
EDIT: I can't see anything missing...
