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Subject: [Texture]Multiple releases

Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 06:27:03 GMT

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I always seeing new skins being released here and such. So now its my turn here are some skins I have made a few years ago that I thought I may release. There not all that good there kinda fucked up but I cant fix them atm without photoshop on my pc for now but here maybe someone will like them upload them to game-maps.net if you wish, tbh I would like that lol

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Black Could Cover:

Covers some clouds with black to make them look, well cool

[CLICK HERE!](#)

<http://files.filefront.com/Black+Cloud+Coverrar/;12742159;/fileinfo.html>

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Blue Nod Pack:

Everything nod related is now blue instead of red which inc weapons,buildings,vechs,chars, and etc

[CLICK HERE!](#)

<http://files.filefront.com/Blue+Baserar/;12742178;/fileinfo.html>

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Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 06:27:49 GMT

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Blue Nuke:

Title says all  
**CLICK HERE!**

<http://files.filefront.com/Blue+Nukerar/12742194/fileinfo.html>

## Green Ion Cannon:

Makes it green not blue except one part at the end where it says blue and I have tried forever but  
cant figure it out I think its part of the 01\_master.dds or w/e its called  
[CLICK HERE!](#)

<http://files.filefront.com/Green+Ion+Cannonrar/12742205/fileinfo.html>

Subject: Re: [Release]  
Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 06:28:34 GMT  
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## Green Stars:

## Green stars

[CLICK HERE!](#)

<http://files.filefront.com/Green+Starsrar/12742231/fileinfo.html>

## Green Water Pack

If am right should change all water inc waterfalls,water and water in islands (Idk about any other maps that have there own water skins included)  
[CLICK HERE!](#)

<http://files.filefront.com/Green+Water+Allrar/12742256/fileinfo.html>

Subject: Re: [Release]

Posted by SSnipe on Tue, 23 Dec 2008 06:29:27 GMT

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## Multi Color Blood Hits:

Changes Color to rather blue or green and I think one more color maybe

**CLICK HERE!**

<http://files.filefront.com/Multi+Color+Blood+Hitsrar/12742281/fileinfo.html>

## Purple Water Pack:

Should change everything water into purple except i think one thing is a lil bit more blue

[CLICK HERE!](#)

<http://files.filefront.com/Purple+Water+Allrar;/12742309;/fileinfo.html>

Subject: Re: [Release]

Posted by SSnipe on Tue, 23 Dec 2008 06:30:18 GMT

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Ref Door:

It looks cool to me

[CLICK HERE!](#)

<http://files.filefront.com/Ref+Doorrar/;12742328;/fileinfo.html>

---

---

Purple/Pinkish Tib:

Everything and I mean everything purple that sometimes looks linkish tib expect one small minor

green that shows that wont change

[CLICK HERE!](#)

<http://files.filefront.com/Purple+Tibrar/;12742296;/fileinfo.html>

---

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Weed Clouds:

Giant marijuana plants in the sky (The symbol not a pic of a plant)

[CLICKY!!!](#)

<http://files.filefront.com/Weed+Cloudszip/;12742950;/fileinfo.html>

---

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Subject: Re: [Release]

Posted by [renalpha](#) on Tue, 23 Dec 2008 07:21:11 GMT

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funny skins (Y)

though you must have been bored to hell right?

---

---

Subject: Re: [Release]

Posted by [Altzan](#) on Tue, 23 Dec 2008 07:34:42 GMT

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These are pretty good

I'd make some other things but I don't know any of the skins' names...

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 07:56:17 GMT

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Thanks And Added One More

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Subject: Re: [Release]

Posted by [ArtyWh0re](#) on Tue, 23 Dec 2008 11:08:26 GMT

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---

Pretty cool dude, I like the Black clouds one.

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 18:19:33 GMT

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---

orca234 wrote on Tue, 23 December 2008 03:08Pretty cool dude, I like the Black clouds one.  
Thanks

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 22:55:19 GMT

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\*Bump\*

---

---

Subject: Re: [Release]

Posted by [Ma1kel](#) on Tue, 23 Dec 2008 23:15:26 GMT

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---

Really great skins. Maybe do a LSD one with all kinds of bright happy colours?

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Subject: Re: [Release]

Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 23:18:20 GMT

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---

SSnipe wrote on Tue, 23 December 2008 16:55\*Bump\*

some of them look good

But where is the bump good for"?

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Tue, 23 Dec 2008 23:22:59 GMT

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---

Di3HardNL wrote on Tue, 23 December 2008 15:18SSnipe wrote on Tue, 23 December 2008 16:55\*Bump\*

some of them look good

But where is the bump good for"?

This post went to far down the listing in the forums so I want everyone to see it at least once So i bumped,

If some look good which ones are the sucky ones?

---

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Subject: Re: [Release]

Posted by [samous](#) on Wed, 24 Dec 2008 05:05:55 GMT

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---

can you post SS in ALL the spoilers, i don't allways have time to test out 500 skins to see if i like them, so prefer to see the SS of them first, and then download and complement if i like them.

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Wed, 24 Dec 2008 05:20:11 GMT

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---

samous wrote on Tue, 23 December 2008 21:05can you post SS in ALL the spoilers, i don't always have time to test out 500 skins to see if i like them, so prefer to see the SS of them first, and then download and complement if i like them.

Only one spoiler dont have SS so idk wtf ur talking about and theres a limit to how many pics per post that why i did few post with spoilers

also ill do that last skin ss soon

Does anyone else got any thing to say about them? not trying to be an ass but I worked on testing them and posting them and uploading them as a gift for you guys i thought atleast ill get a few more complements then what I have

---

---

Subject: Re: [Release]

Posted by [samous](#) on Wed, 24 Dec 2008 05:51:56 GMT

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SSnipe wrote on Tue, 23 December 2008 21:20samous wrote on Tue, 23 December 2008 21:05can you post SS in ALL the spoilers, i don't always have time to test out 500 skins to see if i like them, so prefer to see the SS of them first, and then download and complement if i like them.

Only one spoiler dont have SS so idk wtf ur talking about and theres a limit to how many pics per post that why i did few post with spoilers

also ill do that last skin ss soon

Does anyone else got any thing to say about them? not trying to be an ass but I worked on testing them and posting them and uploading them as a gift for you guys i thought atleast ill get a few more complements then what I have

odd, this is what isee when i open the spoilers...

=samous

---

File Attachments

1) [2008-12-23\\_215100.png](#), downloaded 843 times

---

**Ref Door:***It looks cool to me*[CLICK HERE!](#)

<http://files.filefront.com/Ref+Door.rar/;12742328;/fileinfo.html>

**Purple/Pinkish Tib:***Everything and I mean everything purple that sometimes looks linkish tib expect one small minor green that shows that wont change*[CLICK HERE!](#)

<http://files.filefront.com/Purple+Tibrar/;12742296;/fileinfo.html>

**Weed Clouds:***Giant marijuana plants in the sky (The symbol not a pic of a plant)*[CLICKY!!!](#)

<http://files.filefront.com/Weed+Cloudszip/;12742950;/fileinfo.html>

---

**Subject: Re: [Release]****Posted by [\\_SSnipe\\_](#) on Wed, 24 Dec 2008 05:56:15 GMT****[View Forum Message](#) <> [Reply to Message](#)**

---

Does anyone else have this problem? they work for me I see every and all the ss of them

---

---

**Subject: Re: [Release]****Posted by [samous](#) on Wed, 24 Dec 2008 06:02:51 GMT****[View Forum Message](#) <> [Reply to Message](#)**

---

Sry, figured Problem out. My internet browser was tring to open ALL the pic from ALL the links at once, and was lagging up the proces sop bad, i could only see the tips of the first few pic, even if i closed the spoiler, my browser was tring to open it. BTW: what does this mean?

=samous

(what does that command do?)

---

File Attachments

1) [2008-12-23\\_215100.png](#), downloaded 853 times

[The HUD is now enabled.](#)

---

---

Subject: Re: [Release]

Posted by [Lone0001](#) on Wed, 24 Dec 2008 06:03:46 GMT

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---

"Weed Clouds" is the only one that does that for me, just as a reminder for next time: Save photos as JPG,PNG pictures are bigger and take longer to load.

---

---

Subject: Re: [Release]

Posted by [samous](#) on Wed, 24 Dec 2008 06:15:53 GMT

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---

like your Black Clouds, Green Stars, Purple Tib (does that make the buildings blue like here:

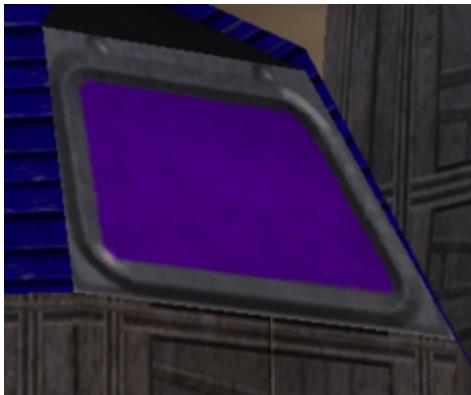
or make the guns blue also, like here:

=samous the rest are good 2, but i can't use them b/c i have other (some better, some not) skins in their place.

---

File Attachments

1) [2008-12-23\\_215100.png](#), downloaded 808 times



2) 2008-12-23\_221058.png, downloaded 819 times



---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Wed, 24 Dec 2008 06:26:39 GMT

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---

Lone0001 wrote on Tue, 23 December 2008 22:03 "Weed Clouds" is the only one that does that for me, just as a reminder for next time: Save photos as JPG,PNG pictures are bigger and take longer to load.

Sorry renegade saved them that way I did not think to convert them

samous wrote on Tue, 23 December 2008 22:15 like your Black Clouds, Green Stars, Purple Tib (does that make the buildings blue like here:

or make the guns blue also, like here:

=samous the rest are good 2, but i can't use them b/c i have other (some better, some not) skins in their place.

Yes the nod blue pack EVERYTHING NOD RELATED IS BLUE

and for tib EVERYTHING IS PURPLE THAT IS TIB RELATED

---

---

Subject: Re: [Release]

Posted by [EroR](#) on Wed, 24 Dec 2008 08:58:52 GMT

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---

samous wrote on Wed, 24 December 2008 08:02Sry, figured Problem out. My internet browser was tring to open ALL the pic from ALL the links at once, and was lagging up the proces sop bad, i could only see the tips of the first few pic, even if i closed the spoiler, my browser was tring to open it. BTW: what does this mean?

=samous

(what does that command do?) you can enable and disable the hud by tiping "hud 0" and "hud 1" (in the console)

0=off 1=on..

it leave the score and credits tho, and i remember there was a file that removed that too.. forgot where, maybe game-maps

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Wed, 24 Dec 2008 09:24:24 GMT

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---

download the custom bandtest.dll off game maps and type c to disable chat and h to disable hud in consol and everything thing on screen is blank like in my ss

---

---

Subject: Re: [Release]

Posted by [samous](#) on Thu, 25 Dec 2008 05:06:29 GMT

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---

SSnipe wrote on Tue, 23 December 2008 22:26Lone0001 wrote on Tue, 23 December 2008 22:03"Weed Clouds" is the only one that does that for me, just as a reminder for next time: Save photos as JPG,PNG pictures are bigger and take longer to load.

Sorry renegade saved them that way I did not think to convert them

samous wrote on Tue, 23 December 2008 22:15like your Black Clouds, Green Stars, Purple Tib (does that make the buildings blue like here:

or make the guns blue also, like here:

=samous the rest are good 2, but i can't use them b/c i have other (some better, some not) skins in their place.

Yes the nod blue pack EVERYTHING NOD RELATED IS BLUE and for tib EVERYTHING IS PURPLE THAT IS TIB RELATED

I ment if you JUST get the tib pack, will it change the chem to purple AND BLUE like in the pic? If you JUST get the tib pack, will it change the nod REF to purple AND BLUE like in the pic above?

=samous

---

---

**Subject: Re: [Release]**

Posted by [\\_SSnipe\\_](#) on Thu, 25 Dec 2008 05:13:19 GMT

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---

I think its together am not sure....I made these skins to work together a whiles back but im do some editing soon as photoshop is installed

---

---

**Subject: Re: [Release]**

Posted by [Altzan](#) on Thu, 25 Dec 2008 07:48:12 GMT

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---

SSnipe wrote on Wed, 24 December 2008 03:24download the custom bandtest.dll off game maps and type c to disable chat and h to disable hud in consol and everything thing on screen is blank like in my ss

Or get Resurrection, and type 'hud' in command console

---

---

**Subject: Re: [Release]**

Posted by [ErroR](#) on Thu, 25 Dec 2008 10:17:24 GMT

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---

Altzan wrote on Thu, 25 December 2008 09:48SSnipe wrote on Wed, 24 December 2008 03:24download the custom bandtest.dll off game maps and type c to disable chat and h to disable hud in consol and everything thing on screen is blank like in my ss

Or get Resurrection, and type 'hud' in command console  
can't play the server i play with ressurection..

---

Subject: Re: [Release]

Posted by [Altzan](#) on Thu, 25 Dec 2008 18:35:25 GMT

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ErroR wrote on Thu, 25 December 2008 04:17Altzan wrote on Thu, 25 December 2008 09:48SSnipe wrote on Wed, 24 December 2008 03:24download the custom bandtest.dll off game maps and type c to disable chat and h to disable hud in consol and everything thing on screen is blank like in my ss

Or get Resurrection, and type 'hud' in command console  
can't play the server i play with ressurection..

It was just a suggestion. You can have Resurrection and still Run Renegade without it, and use XWIS or whatever.

---

Subject: Re: [Release]

Posted by [ErroR](#) on Fri, 26 Dec 2008 10:06:05 GMT

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---

Altzan wrote on Thu, 25 December 2008 20:35ErroR wrote on Thu, 25 December 2008 04:17Altzan wrote on Thu, 25 December 2008 09:48SSnipe wrote on Wed, 24 December 2008 03:24download the custom bandtest.dll off game maps and type c to disable chat and h to disable hud in consol and everything thing on screen is blank like in my ss

Or get Resurrection, and type 'hud' in command console  
can't play the server i play with ressurection..

It was just a suggestion. You can have Resurrection and still Run Renegade without it, and use XWIS or whatever.

i know, but the problem is it has an different client(server) and can't be ran other that game spy or website..

---

Subject: Re: [Release]

Posted by [Altzan](#) on Fri, 26 Dec 2008 17:42:22 GMT

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---

ErroR wrote on Fri, 26 December 2008 04:06Altzan wrote on Thu, 25 December 2008 20:35

It was just a suggestion. You can have Resurrection and still Run Renegade without it, and use XWIS or whatever.

i know, but the problem is it has an different client(server) and can't be ran other that game spy or website..

Oh, OK then. I have used the custom dll and it works, I'll say that much.

---

---

Subject: Re: [Release]

Posted by [samous](#) on Fri, 26 Dec 2008 20:23:46 GMT

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---

off topic? Y/N?

I forgot to say thati liked the green ion cannon strike skin.

---

---

Subject: Re: [Release]

Posted by [\\_SSnipe\\_](#) on Thu, 15 Jan 2009 19:26:24 GMT

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---

samous wrote on Fri, 26 December 2008 12:23off topic? Y/N?

I forgot to say thati liked the green ion cannon strike skin.

Thanks

---

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Subject: Re: [Texture]Multiple releases

Posted by [\\_SSnipe\\_](#) on Sat, 17 Jan 2009 17:42:57 GMT

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Where these ever put on game-maps?

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