
Subject: [Skin] Matrix Sleath Affects
Posted by [Good-One-Driver](#) on Tue, 03 Mar 2009 04:51:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [matrix2.jpg](#), downloaded 886 times



Created By Good-One-Driver
Ver.1- Goes up and down the matrix
thingy.



Created By Good-One-Driver
Ver.1.5- Goes side to side the matr
thingy.

2) [Matrix Sleath Affects 2.zip](#), downloaded 167 times

Subject: Re: [Skin] Matrix Sleath Affects
Posted by [ChewML](#) on Tue, 03 Mar 2009 04:53:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is you stealth tank flat black, or is that part of the effect?

Subject: Re: [Skin] Matrix Sleath Affects

Posted by [Good-One-Driver](#) on Tue, 03 Mar 2009 04:55:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

flat black lol

Subject: Re: [Skin] Matrix Sleath Affects

Posted by [Di3HardNL](#) on Tue, 03 Mar 2009 11:02:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

to be honest it doesn't matter which direction it goes it both looks kinda ugly :s sorry.

Subject: Re: [Skin] Matrix Sleath Affects

Posted by [ErroR](#) on Tue, 03 Mar 2009 11:15:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

before releasing something look at it yourself and think.. might people like it? i made many skins from which i released only about 60% (others sucked badly)

Subject: Re: [Skin] Matrix Sleath Affects

Posted by [Reaver11](#) on Tue, 03 Mar 2009 11:34:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm sending you a pm Goodone check it out

Subject: Re: [Skin] Matrix Sleath Affects

Posted by [JsxKeule](#) on Tue, 03 Mar 2009 15:32:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

and you know that there already exist a matrix stealth skin
and think 1000 of people said it to you
and im not the best skinner too
but
dont spam all the ren forum with easy skins like all your doors
you can make a cool skin PACK for the bases or vehicles

Subject: Re: [Skin] Matrix Sleath Affects
Posted by [MGamer](#) on Tue, 03 Mar 2009 22:27:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

well actualy the matrix thing goes up-down
