
Subject: [skin] orcaflame

Posted by [JsxKeule](#) on Tue, 31 Mar 2009 10:42:38 GMT

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

i have experimented with the orca flame
and i get a really cool result
its a lil bit longer then the original one and looks more realistic

File Attachments

- 1) [v_gdi_orcaflame.dds](#), downloaded 173 times
- 2) [orca flame.JPG](#), downloaded 1051 times



+100
100

Credits: 10024

Time Remaining

Subject: Re: [skin] orcaflame
Posted by [ErroR](#) on Tue, 31 Mar 2009 11:41:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

strange engi

Subject: Re: [skin] orcaflame
Posted by [Di3HardNL](#) on Tue, 31 Mar 2009 14:46:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks allright

That engi is pretty cool I think, GDI logos look cool on everything

Subject: Re: [skin] orcaflame
Posted by [ArtyWh0re](#) on Tue, 31 Mar 2009 15:48:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool skin

Subject: Re: [skin] orcaflame
Posted by [u6795](#) on Tue, 31 Mar 2009 20:15:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not bad.

Subject: Re: [skin] orcaflame
Posted by [Omar007](#) on Wed, 01 Apr 2009 20:30:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually pretty funny that the Orca has flames

AFAIK it uses air propeler instead of an engine

Nicely done though

Subject: Re: [skin] orcaflame
Posted by [Scrin](#) on Thu, 02 Apr 2009 18:20:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Tue, 31 March 2009 04:42i have experimented with the orca flame

and i get a really cool result
its a lil bit longer then the original one and looks more realistic

who the heck give you my hud_main.dds?

Subject: Re: [skin] orcaflame
Posted by [JsxKeule](#) on Thu, 02 Apr 2009 18:25:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mr. Selfish wrote on Thu, 02 April 2009 20:20JsxKeule wrote on Tue, 31 March 2009 04:42i have experimented with the orca flame
and i get a really cool result
its a lil bit longer then the original one and looks more realistic

who the heck give you my hud_main.dds?

a friend gave me and he found on rapidshare or mediafire he said

Subject: Re: [skin] orcaflame
Posted by [YazooGang](#) on Thu, 02 Apr 2009 19:13:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Be cool scrin, you have way better stuff than that old looking hud.

Subject: Re: [skin] orcaflame
Posted by [JsxKeule](#) on Thu, 02 Apr 2009 19:15:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

YazooGang wrote on Thu, 02 April 2009 21:13Be cool scrin, you have way better stuff than that old looking hud.

yep

Subject: Re: [skin] orcaflame
Posted by [thefile](#) on Sat, 04 Apr 2009 02:29:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Tue, 31 March 2009 04:42i have experimented with the orca flame
and i get a really cool result
its a lil bit longer then the original one and looks more realistic

OOO SHIT that is one nice looking enjineer!!!!

I also like that you took the initiative to acutally make the buildings to the sides actually look like buildings!!!!

Subject: Re: [skin] orcaflame

Posted by [ArtyWh0re](#) on Sat, 04 Apr 2009 10:12:27 GMT

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

thefile wrote on Fri, 03 April 2009 20:29OOO SHIT that is one nice looking enjineer!!!!

I also like that you took the initiative to acutally make the buildings to the sides actually look like buildings!!!!

Lol year the default skin for that building is terrible, and also it is proper hard to skin it correctly since only a 3rd of the DDS file is visible on that building.

I have mine as a box with blue lines on it.
