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Subject: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Tue, 14 Apr 2009 00:39:58 GMT  
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Well this is my first one so coment im not gonna constantly release pointless crap so dont even start on that

There now it's fixed

#### File Attachments

- 1) [mct\\_gdi.dds](#), downloaded 206 times
  - 2) [mct\\_gdi.bmp](#), downloaded 798 times
  - 3) [mct\\_nod.bmp](#), downloaded 845 times
  - 4) [mct\\_nod.dds](#), downloaded 213 times
- 

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Subject: Re: [Skin] Master Control Terminal  
Posted by [ErroR](#) on Tue, 14 Apr 2009 11:37:18 GMT  
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looks tron style, nice

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Subject: Re: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Tue, 14 Apr 2009 11:45:27 GMT  
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Thanks i need to edit the GDI one though, I missed a part.

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Subject: Re: [Skin] Master Control Terminal  
Posted by [Altzan](#) on Tue, 14 Apr 2009 13:55:53 GMT  
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Ooh, I do like. Nice job!  
Fits my skins anyhow

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Subject: Re: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Thu, 30 Apr 2009 23:11:46 GMT  
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Heres some actual screenshots

## File Attachments

1) [ScreenShot01.png](#), downloaded 792 times



2) [ScreenShot02.png](#), downloaded 782 times



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Subject: Re: [Skin] Master Control Terminal  
Posted by [slosha](#) on Fri, 01 May 2009 01:51:27 GMT  
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gooooood.. that's nice

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Subject: Re: [Skin] Master Control Terminal  
Posted by [queenhunter](#) on Fri, 01 May 2009 03:18:34 GMT  
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OH Nice,

I ve only made a couple, never went that far with dtail.

NICE WORK!!

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Subject: Re: [Skin] Master Control Terminal  
Posted by [Boofst0rm](#) on Fri, 01 May 2009 09:10:16 GMT  
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instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight

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Subject: Re: [Skin] Master Control Terminal  
Posted by [LeeumDee](#) on Fri, 01 May 2009 11:21:14 GMT  
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Or just use a hue color change  
Or selective color change.  
Or a combination of the two

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Subject: Re: [Skin] Master Control Terminal  
Posted by [The Party](#) on Fri, 01 May 2009 13:42:56 GMT  
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The hue color change usally seems to change the whole image better luck with the line tracer or the color selection tool.

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Subject: Re: [Skin] Master Control Terminal  
Posted by [ErroR](#) on Fri, 01 May 2009 13:44:42 GMT  
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use the magic wand (or any other) tool to select the blue lines then do some hue saturation. OR change the hue of all the picture then use the history brush tool.

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Subject: Re: [Skin] Master Control Terminal  
Posted by [LeeumDee](#) on Fri, 01 May 2009 14:24:33 GMT  
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Hue -- choose color you wish to change from drop down - change color and done.

Works on the nod uniforms definitely. Takes minutes to do a whole base, character and vehicle re-color.

anyway, that's off-topic

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Subject: Re: [Skin] Master Control Terminal  
Posted by [ErroR](#) on Fri, 01 May 2009 14:27:18 GMT  
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LeeumDee wrote on Fri, 01 May 2009 17:24Hue -- choose color you wish to change from drop down - change color and done.

Works on the nod uniforms definitely. Takes minutes to do a whole base, character and vehicle re-color.

anyway, that's off-topic  
oh, yeas, indeed, and you can also use Replace color

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Subject: Re: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Sat, 02 May 2009 02:03:51 GMT  
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Boofst0rm wrote on Fri, 01 May 2009 04:10instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight  
i did use the line tool i was just fucking tired when i did it so i didnt come out so good plus it was my first mod

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Subject: Re: [Skin] Master Control Terminal  
Posted by [Boofst0rm](#) on Sat, 02 May 2009 05:37:42 GMT  
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Zeratul wrote on Sat, 02 May 2009 12:03Boofst0rm wrote on Fri, 01 May 2009 04:10instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight  
i did use the line tool i was just fucking tired when i did it so i didnt come out so good plus it was my first mod

when your making skins take your time dont rush them

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Subject: Re: [Skin] Master Control Terminal

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Posted by [zeratul](#) on Sat, 02 May 2009 19:28:49 GMT

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Boofst0rm wrote on Sat, 02 May 2009 00:37Zeratul wrote on Sat, 02 May 2009 12:03Boofst0rm wrote on Fri, 01 May 2009 04:10instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight  
i did use the line tool i was just fucking tired when i did it so i didnt come out so good plus it was my first mod

when your making skins take your time dont rush them

When i listen to music i tend not to so ive been doing that recently to help out

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