

---

Subject: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Tue, 14 Apr 2009 00:39:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 223 times
  - 2) [mct\\_gdi.bmp](#), downloaded 824 times
  - 3) [mct\\_nod.bmp](#), downloaded 864 times
  - 4) [mct\\_nod.dds](#), downloaded 227 times
- 

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [ErrorR](#) on Tue, 14 Apr 2009 11:37:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

looks tron style, nice

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Tue, 14 Apr 2009 11:45:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks i need to edit the GDI one though, I missed a part.

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [Altzan](#) on Tue, 14 Apr 2009 13:55:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ooh, I do like. Nice job!  
Fits my skins anyhow

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Thu, 30 Apr 2009 23:11:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Heres some actual screenshots

## File Attachments

1) [ScreenShot01.png](#), downloaded 829 times



2) [ScreenShot02.png](#), downloaded 823 times



---

Subject: Re: [Skin] Master Control Terminal  
Posted by [slosha](#) on Fri, 01 May 2009 01:51:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

gooooood.. that's nice

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [queenhunter](#) on Fri, 01 May 2009 03:18:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

OH Nice,

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

NICE WORK!!

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [Boofst0rm](#) on Fri, 01 May 2009 09:10:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [LeeumDee](#) on Fri, 01 May 2009 11:21:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Or just use a hue color change  
Or selective color change.  
Or a combination of the two

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [The Party](#) on Fri, 01 May 2009 13:42:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The hue color change usally seems to change the whole image better luck with the line tracer or the color selection tool.

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [ErroR](#) on Fri, 01 May 2009 13:44:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [LeeumDee](#) on Fri, 01 May 2009 14:24:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [ErroR](#) on Fri, 01 May 2009 14:27:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [zeratul](#) on Sat, 02 May 2009 02:03:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: [Skin] Master Control Terminal  
Posted by [Boofst0rm](#) on Sat, 02 May 2009 05:37:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: [Skin] Master Control Terminal

---

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

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

---

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

---