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Subject: Could this be done?

Posted by [ChewML](#) on Wed, 09 Sep 2009 15:08:20 GMT

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Ok, I have no idea about programing or scripts and whatever... I just like to make skins.

Once I took a SS of Ren to show what a few skins looked like, but in the back there were 2 meds, one was the original texture, and the other was a custom one that I made.

I know there are things made to rotate sound files...

Could there be something made to rotate DDS files for skins?

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Subject: Re: Could this be done?

Posted by [E!](#) on Thu, 10 Sep 2009 11:22:19 GMT

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want to add it into a mod or even work with original renegade?

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Subject: Re: Could this be done?

Posted by [Goztow](#) on Thu, 10 Sep 2009 11:23:56 GMT

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Aren't skins loaded when you load Renegade? Of so, it seems hard to me. If they're loaded per map, then it may be different...

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Subject: Re: Could this be done?

Posted by [E!](#) on Thu, 10 Sep 2009 11:31:46 GMT

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well in a mod you could add a script which changes the whole model on creation to a randomly chosen one. unfortunately you can't select a twiddler in the purchase options then it would be possible without an scripts except he want just to spawn the vehicle then it would also work without scripts.

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Subject: Re: Could this be done?

Posted by [gnoepower](#) on Thu, 10 Sep 2009 11:51:33 GMT

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I beleive some skins are loaded (reticle and some other things) when you start-up renegade. But I did change skins in middle of games (to look how my skins looked in 3d). And when you start go back to the renegade window, the skin is already in yor renegade. Although I don't have a clue

how you could do this, but maybe it would be possible for some skins (the skins that aren't loaded on startup).

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Subject: Re: Could this be done?

Posted by [reborn](#) on Thu, 10 Sep 2009 12:29:03 GMT

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There are several way to acheive the same effect, yeah, it's possible. However, to do it properly would require someone cool, like SaberHawk.

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