
Subject: Blue Nod Buildings

Posted by [zeratul](#) on Fri, 04 Dec 2009 01:13:17 GMT

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I decided to do my own nod blue buildings and i know this was done already just felt like doing my own one.

I changed the building running lights also the only ones that did not come out right were the pp and hon.

I also did interiors which i knew probably wouldn't be used.

I'm planning on maybe doing GDI buildings. I'll finish the character PT icons for GDI first.

If for whatever reason you like the Refinery Rising Door i believe i added that file to.

I will also change the ob laser colors when i figure out the file

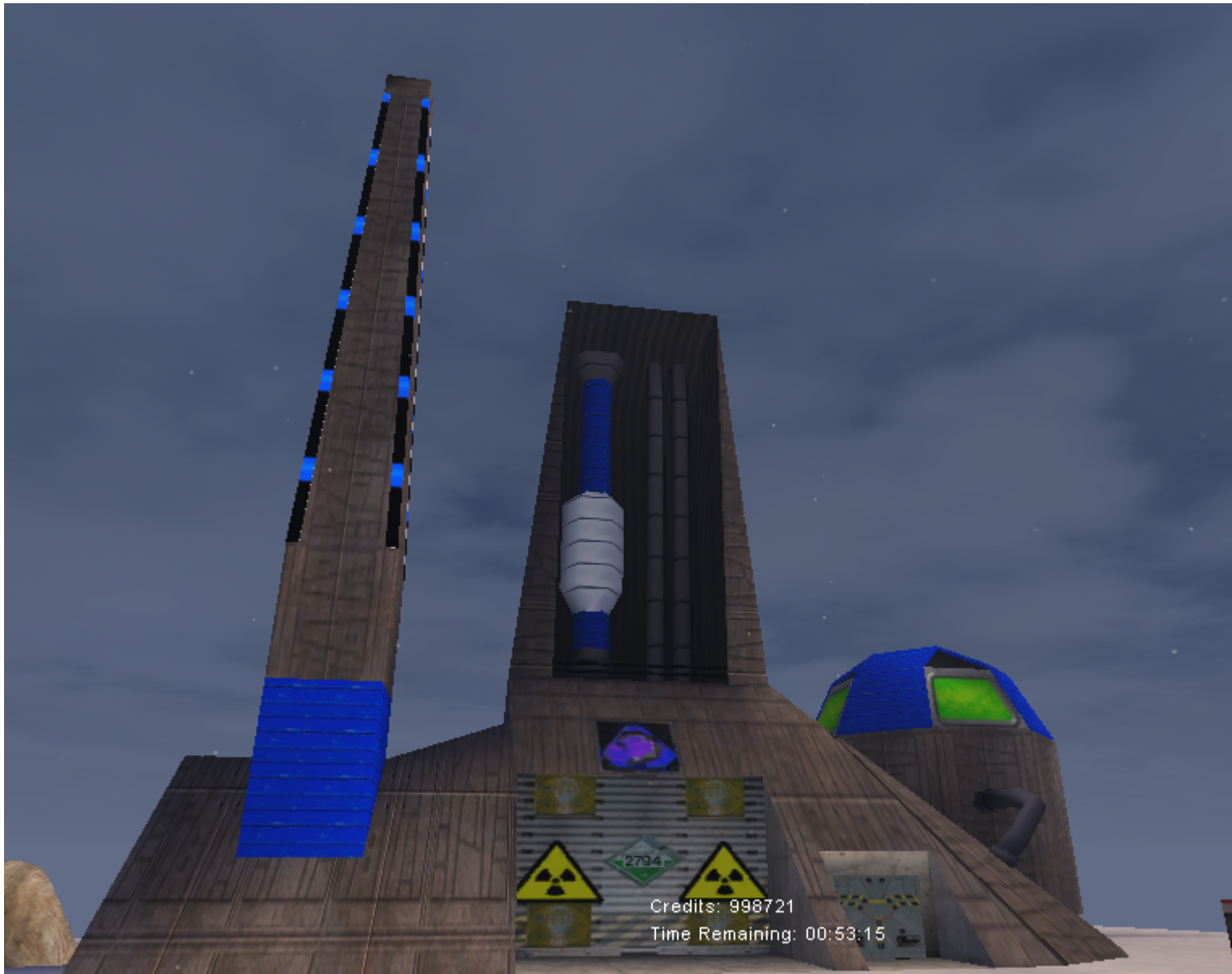
File Attachments

1) [Blue Nod Buildings.rar](#), downloaded 186 times

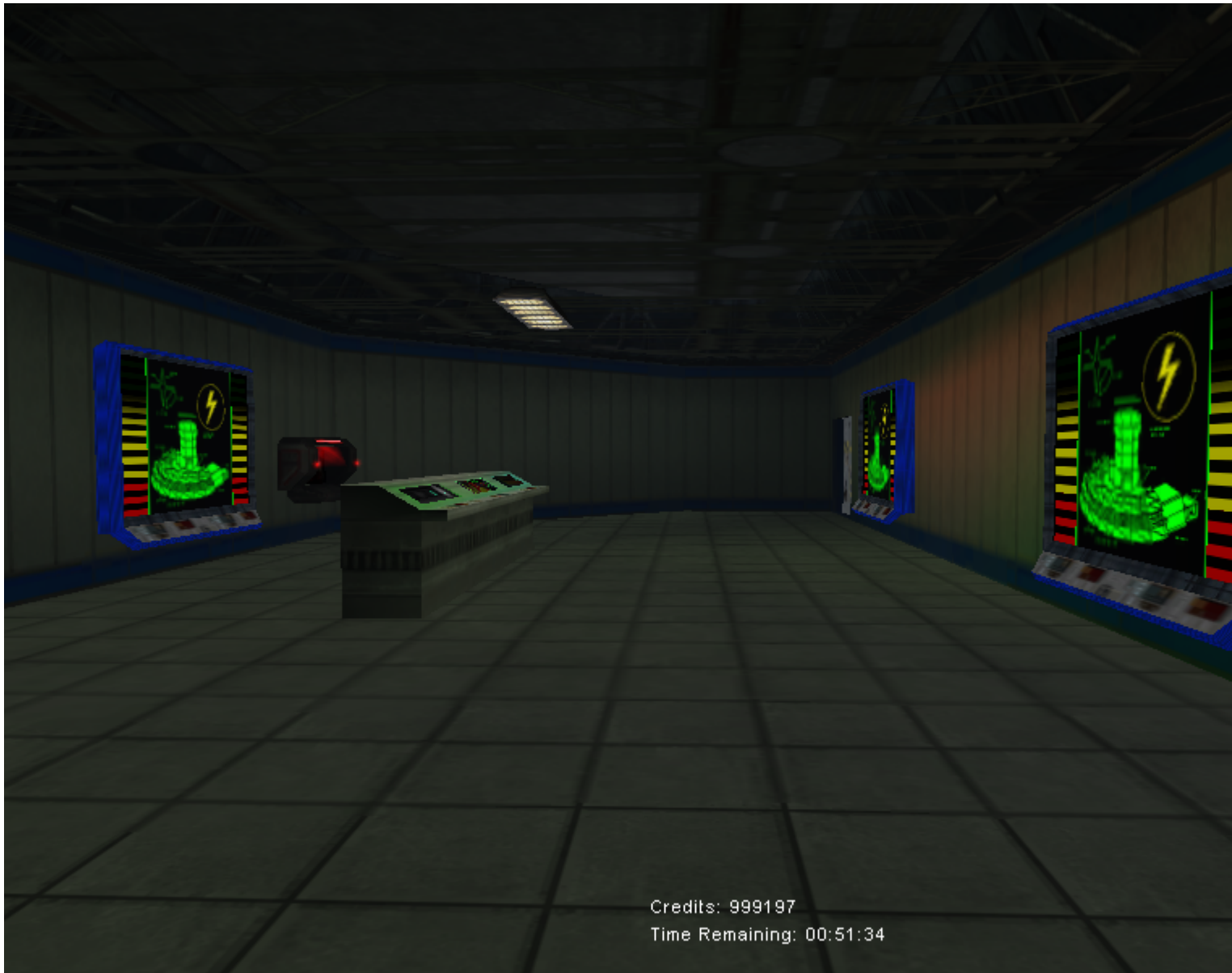
2) [Obelisk.png](#), downloaded 672 times



3) [REF.png](#), downloaded 653 times



4) [PPINT.png](#), downloaded 694 times



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Subject: Re: Blue Nod Buildings
Posted by [GEORGE ZIMMER](#) on Fri, 04 Dec 2009 05:43:47 GMT
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Not bad, a simple replacement's always nice. But I suggest darkening the tone a bit to match Nod's darker-toned red.

Subject: Re: Blue Nod Buildings
Posted by [_SSnipe_](#) on Fri, 04 Dec 2009 06:48:52 GMT
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GEORGE ZIMMER wrote on Thu, 03 December 2009 21:43 Not bad, a simple replacement's always nice. But I suggest darkening the tone a bit to match Nod's darker-toned red. Iv already made a pack like this =] and im sure many before me haha

Subject: Re: Blue Nod Buildings
Posted by [The Party](#) on Fri, 04 Dec 2009 15:46:31 GMT
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^^ Did you hear what he said? He said that he knew that somebody had already made this before, he just wanted to remake it for himself. Actually, I like the lighter color blue. It is a good solid colour. The darker tones just look awful.

About the ob laser colour, I strictly remember a thread about half a year ago that talked about this. I could not find it in the search but I remember it is a .dds file with other stuff in it. Or actually you might have to change the color of the texture that has something to do with the ob crystal. Like ob_crystal.dds or something like that as I had said earlier. But I just remember that it was really hard to change the color.

Subject: Re: Blue Nod Buildings
Posted by [IAmFenix](#) on Fri, 04 Dec 2009 21:43:43 GMT
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Zeratul wrote on Thu, 03 December 2009 19:13
I will also change the ob laser colors when I figure out the file
It's a value in objects.ddb
You can't play online with it modified to prevent cheaters.
Edit:

The G-Man wrote on Fri, 04 December 2009 09:46 ^^ Did you hear what he said? He said that he knew that somebody had already made this before, he just wanted to remake it for himself. Actually, I like the lighter color blue. It is a good solid colour. The darker tones just look awful.

About the ob laser colour, I strictly remember a thread about half a year ago that talked about this. I could not find it in the search but I remember it is a .dds file with other stuff in it. Or actually you might have to change the color of the texture that has something to do with the ob crystal. Like ob_crystal.dds or something like that as I had said earlier. But I just remember that it was really hard to change the color.

There is a .dds file, but it's black and white, AND it also is the repair gun's .dds file, which also has a value in objects.ddb.

Subject: Re: Blue Nod Buildings
Posted by [Canadacdn](#) on Fri, 04 Dec 2009 22:07:55 GMT
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How about we just rename this forum into the "Hue/Saturation changes release center".

Subject: Re: Blue Nod Buildings
Posted by [GEORGE ZIMMER](#) on Fri, 04 Dec 2009 23:14:36 GMT
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Canadacdn wrote on Fri, 04 December 2009 16:07How about we just rename this forum into the "Hue/Saturation changes release center".
I'd rather that than "Flamboyant, blatant advantage skin release center".

Subject: Re: Blue Nod Buildings
Posted by [zeratul](#) on Wed, 23 Dec 2009 20:19:18 GMT
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just realized the turret wasn't part so here

File Attachments

1) [ScreenShot14.jpg](#), downloaded 472 times



2) [tur_01.dds](#), downloaded 129 times
