

---

Subject: Camo Beacons

Posted by [zeratul](#) on Tue, 27 Apr 2010 23:59:26 GMT

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

---

Here they are  
comments

Included Both:  
First and Third person Views

Included Pt 1:  
2 Different Urban Camo  
DMP Camo

Included Pt 2:  
Mixed Camo  
Desert Camo

images

---

#### File Attachments

- 1) [Camo Beacons pt 1.rar](#), downloaded 235 times
- 2) [Camo Beacons pt 2.rar](#), downloaded 233 times
- 3) [All shots1.png](#), downloaded 969 times

## Urban 1



## Urban 2



## DMP



Z3R Skins

4) [All shots2.png](#), downloaded 978 times



---

Subject: Re: Camo Beacons

Posted by [liquidv2](#) on Wed, 28 Apr 2010 04:24:31 GMT

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

i tried using those but they're skinned too well and i couldn't find them

---

Subject: Re: Camo Beacons

Posted by [ErroR](#) on Wed, 28 Apr 2010 15:00:55 GMT

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

---

TER-RIBLE seriously. Learn to appreciate your own skins. If it looks like crap then don't post it. It lost all detail! Make the camo even more transparent

---

---

Subject: Re: Camo Beacons

Posted by [zeratul](#) on Thu, 29 Apr 2010 21:59:04 GMT

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

---

ErroR wrote on Wed, 28 April 2010 09:00 If it looks like crap then don't post it.  
looked fine to me

---

---

Subject: Re: Camo Beacons

Posted by [F1r3st0rm](#) on Fri, 30 Apr 2010 03:13:43 GMT

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

---

obviously it looked fine to you, you made it

---

---

Subject: Re: Camo Beacons

Posted by [snpr1101](#) on Fri, 30 Apr 2010 03:42:36 GMT

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

---

F1r3st0rm wrote on Thu, 29 April 2010 22:13 obviously it looked fine to you, you made it

^^

---

---

Subject: Re: Camo Beacons

Posted by [Zion](#) on Fri, 30 Apr 2010 08:10:08 GMT

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

---

Mixed looks like you just pulled it out of your arse.

Desert and Urban looks like it was made with ASCII art.

---

---

Subject: Re: Camo Beacons

Posted by [zeratul](#) on Fri, 30 Apr 2010 12:29:35 GMT

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

---

Zion wrote on Fri, 30 April 2010 02:10 Mixed looks like you just pulled it out of your arse.

---

Desert and Urban looks like it was made with ASCII art.  
I could not find any that werent digital camo

---

---

Subject: Re: Camo Beacons  
Posted by [Zion](#) on Fri, 30 Apr 2010 13:57:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You didn't specify it was meant to be digital style.

---

---

Subject: Re: Camo Beacons  
Posted by [Jerad2142](#) on Fri, 30 Apr 2010 15:19:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"

---

---

Subject: Re: Camo Beacons  
Posted by [snpr1101](#) on Fri, 30 Apr 2010 15:49:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Fri, 30 April 2010 10:19They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"

A nice big emitter wouldn't go astray either.

---

---

Subject: Re: Camo Beacons  
Posted by [zeratul](#) on Fri, 30 Apr 2010 21:13:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Fri, 30 April 2010 09:19They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"  
do they just expect an ex-cheater to release cheats for them?

---

---

Subject: Re: Camo Beacons  
Posted by [snpr1101](#) on Sat, 01 May 2010 06:46:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Fri, 30 April 2010 16:13Jerad Gray wrote on Fri, 30 April 2010 09:19They're all



just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"  
do they just expect an ex-cheater to release cheats for them?

/facepalm

---

---

Subject: Re: Camo Beacons  
Posted by [Altzan](#) on Sun, 02 May 2010 02:23:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ehh, that camo just doesn't flow well on the model. Mainly because it seems to repeat at every angle.

DMP looks the best of the set.

---

---

Subject: Re: Camo Beacons  
Posted by [Jerad2142](#) on Mon, 03 May 2010 20:36:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

snpr1101 wrote on Fri, 30 April 2010 09:49Jerad Gray wrote on Fri, 30 April 2010 10:19They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"

A nice big emitter wouldn't go astray either.

Maybe a couple sound emitters as well so if you have 3D sound you could pin point it with ease? And maybe some of that green tutorial text at the top of the screen to give you a heads up your near a beacon/c4, perhaps it could even tell you if it was to your left, right, up, down, etc?  
"THERE IS A PROXY C4 CHARGE 14.4 METERS TO THE SOUTH EAST. OWNER OF THIS CHARGE IS 'IRW1NN3R1337', WHOM IS STANDING IN THE GDI BARRACKS."

---