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Subject: Skin

Posted by [msgtpain](#) on Fri, 25 Feb 2005 11:58:38 GMT

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If you want to call it a skin, just do it for Quake, Half-Life, UT and even Windows Media player. Each of those applications have official "skinning" guides...

If you want to do it for Renegade, you better just do what the almighty, self-proclaimed "God" of Renegade who finished one map for a dieing company and had them add it to one of their final patches does. (cause the good lord knows that if HE said it, it must be true)

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