

Subject: Re: Skin options

Posted by [futura83](#) on Mon, 09 Oct 2006 22:29:51 GMT

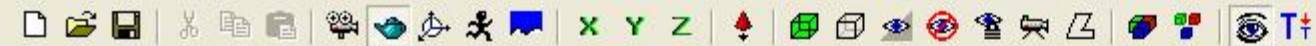
[View Forum Message](#) <> [Reply to Message](#)

## File Attachments

1) [alt.JPG](#), downloaded 219 times

✖ Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



**Edit object**

General Settings Dependencies

Alt Object 3

— Entry 9 —

Name  
IDS\_Enc\_Char\_Nod\_Mendoza\_Name

Cost 1000

Texture  
hud\_cnc\_NMendVolt.tga

Object CnC\_Nod\_FlameThrower\_3Boss

Alt Texture 1  
hud\_cnc\_NMendVolt2.tga

Alt Object 1 CnC\_Nod\_FlameThrower\_3Boss\_ALT2

Alt Texture 2

OK Cancel OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Dans DM\characters\havoc\FullMoon.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Dans DM\characters\FullMoon.tga

Ready

Dans DM

Camera (0.00,0.00,80.00)



My Documents

Renegade Public Foru...

Untitled - Commando ...