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Subject: Re: How to setup a skin?

Posted by [Jerad2142](#) on Wed, 08 Nov 2006 02:15:28 GMT

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If this doesn't clear things up I have no clue what the problem is, you will have to state the problem in greater detail.

### File Attachments

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1) [New Bitmap Image.png](#), downloaded 112 times



Top

Front

**Renegade Material Editor**

Properties Pass 1



Vertex Material Shader Textures

Ambient: [Color Picker] Opacity: 1.0  
Diffuse: [Color Picker] Translucency: 0.0  
Specular: [Color Picker] Shininess: 1.0  
Emissive: [Color Picker]  Specular To Diffuse

Stage 0 Mapping Type: Grid  
Args: FPS=30.0f, Log2Width=1, Last=4  
UV: 1

Stage 1 Mapping Type: UV  
Args: [Color Picker]  
UV: 1

Left

Active

0 / 100



1 Object X: -1525.356 Y: 3315.793 Z: 0.0 Grid = 1000.0  
Click or click-and-drag to select Add Time Tag