
Subject: Re: Little Help with Vehicle skinning :D
Posted by [DutchNeon](#) on Mon, 26 Mar 2007 23:07:06 GMT
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Gonna try it with that, but its so hard to see what parts are from the barrel, lights and what's not (even at Pixel Size)

I mean this on the default Medium tank .dds skin btw, that 1 in always.dat, just cause the med Metal itself also has some black spots

/ -= Neon =- \
