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Subject: Re: METRIOD PRIME!

Posted by [Di3HardNL](#) on Wed, 17 Dec 2008 14:12:07 GMT

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samous wrote on Mon, 15 December 2008 19:36

1: there is no skin out there

2: The visor is actually green, not blue

3: The arms really are supposed to be that big, not as small as the one you made.

1: I unwrapped the model, so it has now a skin (texture)

2: I don't know what the hell a visor is, but it can be changed within the skin i guess

3: Is possible if you want to use a fucked up bugged character. These big arms aren't supported by the skeleton which renegade uses, so forget about it.

So I am going to create a basic skin for it, then you guys can make it look better. I'll post the pack in here within an hour or 2 i think.

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