
Subject: NEW RENEGADE THEME FOR AIM!!!!

Posted by [brent3000](#) on Mon, 15 Sep 2003 05:36:58 GMT

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

ScytharWell well...

You have to use a stretched image on the left, those two Mobiuses really don't look good. It's hard to find a stretched image that looks good though, maybe a picture of Ion Cannon beam would work. The message area looks pretty good with almost any image as it's in the background. On the right you have to use somekind of tileset instead of those Havocs, or then find a symmetrical image so that it looks almost somewhat right. And the edges of the buddylist are white, which really isn't that good.

.....

i think he should make a list of images not just one
