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Subject: how do i skin my vehicle?

Posted by [Anonymous](#) on Sat, 27 Apr 2002 22:50:00 GMT

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ive been trying to get help to but people are being \*\*\*\*s, pardon my french, www.statikvision.com has a whole bunch of skins you can download, you just put the .dds file in your c:\westwood\renegade\data ,folder BUT THERE IS A CATCH. if you have the new ver 1.030 with the air maps all yours skins will be black, with the exception on a forest green gdi medium tank and a blue stealth tank ofr me. If you uninstall ren and reinstall without any patches your skins will work in 1p an multi practice, i dunno about online cuz i got this game a week ago so the patches were already out. ive been trying to get someone like a moderater to explain on how to get around the new patch or to patch the patch, but have gotten no response, maybe if we whine enough someone will listen i dunno, these forums seem to just be a place where 12 year olds like to gather for \*\*\*\*s and giggles

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Subject: how do i skin my vehicle?

Posted by [Anonymous](#) on Sat, 27 Apr 2002 23:24:00 GMT

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If you are talking about a new model you made, that appears to be a very difficult and more than anything, annoying task. I found a tutorial for it here:  
<http://merlin.zsnes.com/tutorials/mapping/index.html> (btw, check out some of the models that guy does, they're amazing) heres another one, this one you have to download a MAXscript for GMAX called chiliskinner: <http://www.chillweb.co.uk/chilliskinner/> (it works in GMAX, I tried it) basically, you lay out all your stuff flat or something like that, didnt really get it myself but I am a newb when it comes to 3d modeling.hope that helps.

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Subject: how do i skin my vehicle?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:16:00 GMT

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Subject: how do i skin my vehicle?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:24:00 GMT

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Common this is a helping forum...

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Subject: how do i skin my vehicle?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:37:00 GMT

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not 100\% sure but i think u have to make a mesh for them like with player models... just a thoughtalso u can texture them in renx... the little sphere with white dots on it in top right corner

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Subject: how do i skin my vehicle?

Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:52:00 GMT

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come on help him outn i need to know too.

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