
Subject: Nuke..

Posted by [Brotherhood](#) on Sat, 04 Mar 2006 23:42:38 GMT

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Hey does anyone know how to change the Nuke skin on renegade? I heard you can somewhere but I dont know how, Anyone else know how to? Cause the default one does kinda suck. Thanks in advance

Subject: Re: Nuke..

Posted by [Dave Mason](#) on Sun, 05 Mar 2006 00:53:04 GMT

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What do you want out of a new beacon model/texture? A massive one for idiots who suck at the game or a genuine beacon model/texture relative to the size of the original.

Subject: Re: Nuke..

Posted by [Areilius](#) on Sun, 05 Mar 2006 01:54:54 GMT

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I think he means things like this:

Have a look at <http://skimmers.cncseries.com/skins.php> and do a search for "nuke"
Might find something at http://www.cncden.com/renegade_skins.shtml aswell.
It'll be hard to find something that wasn't done in MSPaint though

Subject: Re: Nuke..

Posted by [Kamuix](#) on Sun, 05 Mar 2006 02:14:35 GMT

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If you want to make one I think there is a patch for Paintshoppro or Photoshop that allows you to save dds files. check here.

http://www.cncden.com/renegade_skin_tut.shtml

Nukefire1.dds Is teh filename Y0000.

Subject: Re: Nuke..

Posted by [ben5015se](#) on Sun, 05 Mar 2006 03:45:29 GMT

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DJM wrote on Sat, 04 March 2006 19:53 What do you want out of a new beacon model/texture? A massive one for idiots who suck at the game or a genuine beacon model/texture relative to the size of the original.

really, explain to me how big texture's would help cheaters.

Subject: Re: Nuke..

Posted by [Kamuix](#) on Sun, 05 Mar 2006 04:11:43 GMT

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ben5015se wrote on Sat, 04 March 2006 22:45 DJM wrote on Sat, 04 March 2006 19:53 What do you want out of a new beacon model/texture? A massive one for idiots who suck at the game or a genuine beacon model/texture relative to the size of the original.

really, explain to me how big texture's would help cheaters.

The new neat looking colors/textures would give them courage and self confidence.

Subject: Re: Nuke..

Posted by [Feetseek](#) on Sun, 05 Mar 2006 05:40:29 GMT

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Haha. It could also reflect their feelings.

Subject: Re: Nuke..

Posted by [EA-DamageEverything](#) on Thu, 23 Mar 2006 01:37:52 GMT

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The Skin for changing the Nukefire is nukefire1.dds and the Skin for changing the Rocket is v_missile.dds.

Subject: Re: Nuke..

Posted by [PlastoJoe](#) on Thu, 23 Mar 2006 22:29:24 GMT

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I wonder if there's a way to put the nuke explosion from RenAlert into Renegade...

Subject: Re: Nuke..

Posted by [Jaspah](#) on Fri, 24 Mar 2006 14:07:53 GMT

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There is. You'd have to dig through files and know what you're doing before you did that, though.

Subject: Re: Nuke..

Posted by [Kamuix](#) on Fri, 24 Mar 2006 19:38:59 GMT

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You could go ask ACK for the Emitter. Or whatever the things called.

Subject: Re: Nuke..

Posted by [Viking](#) on Fri, 24 Mar 2006 20:29:37 GMT

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the one frome ren alert dose look WAY COOL!

If you get the file I want it!

Subject: Re: Nuke..

Posted by [Chronojam](#) on Sat, 25 Mar 2006 08:53:29 GMT

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Just play RA =)
