
Subject: Yes please approve CommandoSR's Commando bandanna (2 w3ds)

Posted by [Tankkiller](#) on Sun, 04 Mar 2007 21:51:49 GMT

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Yes This is commandoSR's. But it is really good, and not really has any advantage to it. It adds the bandanna to hovac making him look like the true commando. File below.

Pics

File Attachments

1) [ScreenShot03.png](#), downloaded 937 times



2) [ScreenShot02.png](#), downloaded 957 times



3) [ScreenShot01.png](#), downloaded 947 times



4) [Hovac Bandanna.zip](#), downloaded 293 times

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [Tankkiller](#) on Sun, 04 Mar 2007 23:46:08 GMT
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Sorry for this post, it already approved

My bad. *starts breaking innocent cds

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [Blazer](#) on Mon, 05 Mar 2007 04:07:29 GMT

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LOL...nice red head for color aimbot usage

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [Canadacdn](#) on Tue, 06 Mar 2007 21:35:04 GMT

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What, and a skin couldn't do that?

What a lame excuse not to allow it.

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [Blazer](#) on Tue, 06 Mar 2007 21:47:08 GMT

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Yeah but look at it from the side...it adds a significant amount of size to the head. I doubt anyone who likes to snipe would agree to allowing you to make the model of their heads larger.

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [Canadacdn](#) on Tue, 06 Mar 2007 21:54:12 GMT

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It mostly just covers up his haircut, but it's your call.

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [Tunaman](#) on Wed, 07 Mar 2007 10:17:58 GMT

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Blazer wrote on Tue, 06 March 2007 16:47 Yeah but look at it from the side...it adds a significant amount of size to the head. I doubt anyone who likes to snipe would agree to allowing you to make the model of their heads larger.

Hitting the bandana doesn't count as a hit. I used to have that skin and tested it out.. I shot a havoc in the bandana part and nothing happened.

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [icedog90](#) on Thu, 08 Mar 2007 00:59:25 GMT

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Yeah, Seaman most likely checked collision off of the bandanna. I recommend testing it though.

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [cmatt42](#) on Fri, 09 Mar 2007 23:14:10 GMT

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That thing is fugly.

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds)
Posted by [DutchNeon](#) on Sat, 10 Mar 2007 23:22:55 GMT

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What Font + Size u got in your Stylemgr u are using? i like the font

/ -= Neon =- \
