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 642 times

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Command and Conquer: Renegade Official Forums



2) ScreenShot02.png, downloaded 672 times



3) ScreenShot01.png, downloaded 669 times



4) Hovac Bandanna.zip, downloaded 205 times

Subject: Re: Yes please approve CommandoSR's Commando bandanna (2 w3ds) Posted by Tankkiller on Sun, 04 Mar 2007 23:46:08 GMT View Forum Message <> Reply to Message

Sorry for this post, it already approved

My bad. \*starts breaking inocent 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 16:47Yeah 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 Fond + Size u got in your Stylemgr u are using? i like the font

/ -= Neon =- \