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

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

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

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 781 times



2) [ScreenShot02.png](#), downloaded 803 times



3) [ScreenShot01.png](#), downloaded 804 times



4) [Hovac Bandanna.zip](#), downloaded 248 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 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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

/ -= Neon =- \
