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Subject: Rifle skins

Posted by [ChewML](#) on Sat, 05 Jul 2008 21:17:38 GMT

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---

A couple of skins for the sniper rifles.

They are not to flashy so I did not figure anyone would call them "advantage" skins.

Toggle Spoiler

Hope you enjoy.

---

**File Attachments**

1) [camo\\_jet.jpg](#), downloaded 1153 times

---

Uknownpla: Get in the vehicle!  
Uknownpla: Get in the vehicle!  
Uknownpla: Get in the vehicle!  
**Xinhal killed suzbandit**  
hondothm0: Defend the Refinery!  
Warning - GDI Weapons Factory under attack.



2) [digi snip.jpg](#), downloaded 1120 times



3) [camo ramjet.rar](#), downloaded 163 times  
4) [digital sniper.rar](#), downloaded 174 times

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Subject: Re: Rifle skins

Posted by [HeavyX101- Left](#) on Sat, 05 Jul 2008 21:32:50 GMT

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---

They both look like real snipers now. Great job!

---

---

Subject: Re: Rifle skins

Posted by [cpjok](#) on Sat, 05 Jul 2008 21:55:24 GMT

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---

i dont like them but thats my option

lol @ pink GDI base

---

---

Subject: Re: Rifle skins

Posted by [HeavyX101- Left](#) on Sat, 05 Jul 2008 22:31:02 GMT

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---

cpjok wrote on Sat, 05 July 2008 17:55i dont like them but thats my option

lol @ pink GDI base

LMAO! You couldnt even make your load screen!

---

---

Subject: Re: Rifle skins

Posted by [cpjok](#) on Sat, 05 Jul 2008 22:41:06 GMT

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---

nope i made the load screen it just wont work

i can easly do carectors and they work all the time

---

---

Subject: Re: Rifle skins

Posted by [cpjok](#) on Sat, 05 Jul 2008 23:09:33 GMT

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---

i made one i was just showing Heavyx101 that the others work its just loading screen that dosent ignore the messed up H.U.D its cos my game resolution is low as i had a bad FPS on APB and

had to lower it

EDIT: last pic and this writeing

Well the last pic was the whole gun bt it didnt get the whole gunit must of jumped a frame

## File Attachments

1) [ScreenShot24.png](#), downloaded 831 times



2) [ScreenShot25.png](#), downloaded 820 times



3) [ScreenShot26.png](#), downloaded 805 times



---

### Subject: Re: Rifle skins

Posted by [cpjok](#) on Sat, 05 Jul 2008 23:11:16 GMT

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---

i was gonna put writeing on it but the writeing was too small so i didnt

it was gonna say

F\*cked 3000without the \* but a u

---

---

### Subject: Re: Rifle skins

Posted by [HeavyX101- Left](#) on Sat, 05 Jul 2008 23:23:51 GMT

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---

You do not release something on someone elses topic. To make your own

---

---

Subject: Re: Rifle skins

Posted by [cpjok](#) on Sat, 05 Jul 2008 23:26:31 GMT

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---

i aint releaseing anything i only posted that to show you that its only the loading screen that dosent work and i thought to add the zip if the topic creater dosent lie it ill rmove it

---

---

Subject: Re: Rifle skins

Posted by [cpjok](#) on Sat, 05 Jul 2008 23:27:24 GMT

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---

sry for double post my pcv said it didnt posty so i wrote it again

anyway i removed it

---

---

Subject: Re: Rifle skins

Posted by [IronWarrior](#) on Sun, 06 Jul 2008 04:29:55 GMT

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---

Both added to Game-Maps.NET

Sniper Rifle

>> [Download](#) <<

---

Ramjet

>> [Download](#) <<

---

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Subject: Re: Rifle skins

Posted by [ErroR](#) on Sun, 06 Jul 2008 07:41:16 GMT

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---

sorry i don't really like them the skin is very low detail and u've replaced all hte skin with that camo texture but you had to do some photoshop to make it better otherwise it's nice for a begginer good luck in furture

---

---

Subject: Re: Rifle skins

Posted by [Starbuzzz](#) on Mon, 07 Jul 2008 00:01:12 GMT

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---

The skin is nice but as with all character skins with camo, they really hinder you while in game. It works and looks nice but then, it will be harder to see. This camo ramjet would be much harder to see when the enemy is hiding behind a wall looking into the tunnel.

But great job on the skin though and I have downloaded them.

---

---

Subject: Re: Rifle skins

Posted by [ChewML](#) on Tue, 08 Jul 2008 04:27:35 GMT

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---

Ok the blue scope on the camo ramjet was not fitting to me so I made a minor change and made it look green like the 500 sniper.

Toggle Spoiler

---

#### File Attachments

1) [camo ramjet v1.jpg](#), downloaded 793 times

---

andy1996c: u dont mine it  
Dthdealer: Affirmative  
h208956 killed kitsune25



2) [camo jet v1.1.rar](#), downloaded 152 times

---

---

Subject: Re: Rifle skins

Posted by [Canadacdn](#) on Tue, 08 Jul 2008 05:54:37 GMT

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---

ChewML wrote on Mon, 07 July 2008 23:27

WHY?!

---

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Subject: Re: Rifle skins

Posted by [ChewML](#) on Tue, 08 Jul 2008 05:57:18 GMT

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---

Why wut?

---

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Subject: Re: Rifle skins

Posted by [cpjok](#) on Tue, 08 Jul 2008 11:22:07 GMT

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---

i like the in terrior of the WF your instide if it is the WF

---

---

Subject: Re: Rifle skins

Posted by [sadukar09](#) on Tue, 08 Jul 2008 11:40:57 GMT

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---

How could a Briton like cpjok fail so epically in the basis of English...Not to mention WHOREQUEER's English is better.

ChewNL, nice job, although it needs a bit more polish, you are doing great.

---

---

Subject: Re: Rifle skins

Posted by [cpjok](#) on Tue, 08 Jul 2008 14:39:38 GMT

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---

what you talking about sadukar09  
you spelt britain wrong so did i. i think

if your talking about bad spelling

yes i am bad at spelling as you ment to learn how to spell in school

and i havent been to school for the last 6 years and i still ment to be in school now

so if your talking about that. theres the reason

i can say it all but im a bad speller

---

---

---

---

**Subject: Re: Rifle skins**

Posted by [sadukar09](#) on Tue, 08 Jul 2008 15:20:04 GMT

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---

cpjok wrote on Tue, 08 July 2008 10:39what you talking about sadukar09  
you spelt britain wrong so did i. i think

if your talking about bad spelling

yes i am bad at spelling as you ment to learn how to spell in school

and i havent been to school for the last 6 years and i still ment to be in school now

so if your talking about that. theres the reason

i can say it all but im a bad speller

Teaches you something about not being home schooled .

---

---

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**Subject: Re: Rifle skins**

Posted by [cpjok](#) on Tue, 08 Jul 2008 15:44:35 GMT

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---

i aint homeschooled either

---

---

---

**Subject: Re: Rifle skins**

Posted by [sadukar09](#) on Tue, 08 Jul 2008 16:20:33 GMT

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---

cpjok wrote on Tue, 08 July 2008 16:44i aint homeschooled either

Wow, you are an idiot. No schooling AT ALL? No wonder you are stupid, too poor to even afford public education? (lol)

---

---

Subject: Re: Rifle skins

Posted by [nope.avi](#) on Tue, 08 Jul 2008 16:59:53 GMT

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---

sadukar09 wrote on Tue, 08 July 2008 12:20cpjok wrote on Tue, 08 July 2008 16:44i aint homeschooled either

Wow, you are an idiot. No schooling AT ALL? No wonder you are stupid, too poor to even afford public education? (lol)

For once could you stay out of someone else's business?

---

Subject: Re: Rifle skins

Posted by [IronWarrior](#) on Tue, 08 Jul 2008 22:48:22 GMT

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---

Nice, will add to Game-Maps.NET soon.

Hey where did you find the skin for the WF, did you make it?

If so, wanna release that as well?

---

Subject: Re: Rifle skins

Posted by [ChewML](#) on Wed, 09 Jul 2008 00:29:10 GMT

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---

IronWarrior wrote on Tue, 08 July 2008 18:48Nice, will add to Game-Maps.NET soon.

Hey where did you find the skin for the WF, did you make it?

If so, wanna release that as well?

Yea I plan to post them soon. I was thinking of making a package with a few different wall patterns and a few different floor patterns so people could mix and match.

---

Subject: Re: Rifle skins

Posted by [IronWarrior](#) on Wed, 09 Jul 2008 01:47:36 GMT

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---

ChewML wrote on Tue, 08 July 2008 19:29IronWarrior wrote on Tue, 08 July 2008 18:48Nice, will add to Game-Maps.NET soon.

Hey where did you find the skin for the WF, did you make it?

If so, wanna release that as well?

---

Yea I plan to post them soon. I was thinking of making a package with a few different wall patterns and a few different floor patterns so people could mix and match.

Awesome, well you are keeping me busy at Game-Maps.NET adding these skins up.

---

---

**Subject: Re: Rifle skins**

Posted by [ChewML](#) on Wed, 09 Jul 2008 02:07:43 GMT

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---

Ty for adding them there by the way.

I like the idea that they are getting out so that more people can enjoy them.

---

---

**Subject: Re: Rifle skins**

Posted by [IronWarrior](#) on Wed, 09 Jul 2008 04:49:02 GMT

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---

Well always glad to have a new Skinner here and I love adding new fresh skins to Game-Maps.NET, pretty much everyone in the community here knows the site, so your skins should get known and used.

---

---

**Subject: Re: Rifle skins**

Posted by [IronWarrior](#) on Fri, 11 Jul 2008 01:15:40 GMT

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---

Camo Ramjet v1.1

>> [Download](#) <<

Added to Game-Maps.NET

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---

**Subject: Re: Rifle skins**

Posted by [Starbuzzz](#) on Sun, 13 Jul 2008 18:42:56 GMT

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I have a question about this skin:

Will the camo pattern show when you are in 3rd person and using another weapon? Will it work when the Ramjet is slung over the back?

-pawky

---

**Subject: Re: Rifle skins**

Posted by [IronWarrior](#) on Sun, 13 Jul 2008 19:23:50 GMT

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pawkyfox wrote on Sun, 13 July 2008 13:42I have a question about this skin:

Will the camo pattern show when you are in 3rd person and using another weapon? Will it work when the Ramjet is slung over the back?

-pawky

Works in third person yes and on the back as well.

---

---

**Subject: Re: Rifle skins**

Posted by [Starbuzzz](#) on Sun, 13 Jul 2008 19:30:47 GMT

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---

IronWarrior wrote on Sun, 13 July 2008 14:23pawkyfox wrote on Sun, 13 July 2008 13:42I have a question about this skin:

Will the camo pattern show when you are in 3rd person and using another weapon? Will it work when the Ramjet is slung over the back?

-pawky

Works in third person yes and on the back as well.

That is SO amazing! Thanks for the info!!

---

---

**Subject: Re: Rifle skins**

Posted by [ChewML](#) on Sun, 13 Jul 2008 20:39:35 GMT

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---

There are 2 different files for all the weapons including beacons and C4s. 1 starts with "f" which I believe is the first person view, and the other will start with a "w" and would be for the; on your back, random spawn/ kill pickup, C4s on the ground or walls, or anyone else holding the weapon.

---

---

**Subject: Re: Rifle skins**

Posted by [saberhawk](#) on Sun, 13 Jul 2008 22:04:02 GMT

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---

ChewML wrote on Sun, 13 July 2008 15:39There are 2 different files for all the weapons including beacons and C4s. 1 starts with "f" which I believe is the first person view, and the other will start with a "w" and would be for the; on your back, random spawn/ kill pickup, C4s on the ground or

---

walls, or anyone else holding the weapon.

Close, the "w" stands for world and is used everywhere except in first person.

---

---

**Subject: Re: Rifle skins**

Posted by [ChewML](#) on Tue, 15 Jul 2008 02:07:16 GMT

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---

I always wondered what that stood for, ty.

Lol I am learning a lot in these forums.

I am not all that good with computers, I just love Renegade and the fact that I can change things like colors is freaking awesome (at least to me a simple computer illiterate person).

I would like to do some more complicated stuff like models or whatever, but I'll keep it simple for now.

---