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Subject: SKIN REQUEST!

Posted by [slosa](#) on Wed, 03 Sep 2008 20:48:48 GMT

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i was wondering if anyone here could make me a star wars x-wing skin for the orca and apache. i want it to be shaped like it too

its a hard request but i hope some1 can do it!

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Subject: Re: SKIN REQUEST!

Posted by [DutchNeon](#) on Thu, 04 Sep 2008 12:37:57 GMT

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Shaping it requires W3D files, which are (90%) not approved/allowed with renguard. Not saying you use it, but some people want to keep Renguard. Its not allowed with Renguard, as it gives you an advantage over other people, if you for example make vehicles 2x bigger, meaning you can hit em more easily. Ofcourse, you can make things smaller, but RG can't know if your W3D files are an advantage or disadvantage for you.

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Subject: Re: SKIN REQUEST!

Posted by [Di3HardNL](#) on Thu, 04 Sep 2008 14:42:33 GMT

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Also if you don't use renguard you still won't be able to use it because you will get an empty server list

The only way i know of when you want it to work online is when you play like 2 games without it, then plug the file in. If you put it in to soon you will get the 0 bug

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Subject: Re: SKIN REQUEST!

Posted by [Starbuzz](#) on Thu, 04 Sep 2008 17:54:12 GMT

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slosa69 wrote on Wed, 03 September 2008 15:48i was wondering if anyone here could make me a star wars x-wing skin for the orca and apache. i want it to be shaped like it too

its a hard request but i hope some1 can do it!

I would love to help you here but as the other forumers said, you would have to replace the Orca/Apache models with that of an X-Wing.

I am not very familiar with that but if you just want the Orca/Apache skinned with an X-Wing

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theme, then I can make nais skins for them you would love.

But yes, I am not very familiar with working with models and then boning them and what not...atleast not yet.

DutchNeon wrote on Thu, 04 September 2008 07:37 Shaping it requires W3D files, which are (90%) not approved/allowed with renguard. Not saying you use it, but some people want to keep Renguard. Its not allowed with Renguard, as it gives you an advantage over other people, if you for example make vehicles 2x bigger, meaning you can hit em more easily. Ofcourse, you can make things smaller, but RG can't know if your W3D files are an advantage or disadvantage for you.

Isn't it possible to reduce the size of the targetable area? So you could have a big model but only shooting within the defined area would damage it + give you points?