

---

Subject: door

Posted by [samous](#) on Tue, 28 Oct 2008 00:31:39 GMT

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

---

Does any one have a good door skin can use? if not, could soomone tell me the name of the DDS ile that changes it? I will make the door a startrek door if noone gives me a good door skin.

=samous

---

---

Subject: Re: door

Posted by [IronWarrior](#) on Tue, 28 Oct 2008 01:48:25 GMT

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

---

samous wrote on Mon, 27 October 2008 18:31 Does any one have a good door skin can use? if not, could soomone tell me the name of the DDS ile that changes it? I will make the door a startrek door if noone gives me a good door skin.

=samous

There are some door skins located here:

<http://ren.game-maps.net/index.php?action=category&id=141>

---

---

Subject: Re: door

Posted by [Di3HardNL](#) on Tue, 28 Oct 2008 10:14:53 GMT

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

---

here are some door models from reborn i converted to renegade see screenshot

#### File Attachments

1) [Screenshot.png](#), downloaded 304 times

---



2) [Reborn Doorpack.rar](#), downloaded 189 times

---

Subject: Re: door

Posted by [Goztow](#) on Tue, 28 Oct 2008 10:39:01 GMT

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

---

Just don't join our server with them, as they're advantage skins. Thank you .

---

---

Subject: Re: door  
Posted by [Di3HardNL](#) on Tue, 28 Oct 2008 10:54:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The blackIntell servers you mean?

---

---

Subject: Re: door  
Posted by [Goztow](#) on Tue, 28 Oct 2008 11:13:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

KOSs2 servers.

---

---

Subject: Re: door  
Posted by [mr£Ä\\$Ä-z](#) on Tue, 28 Oct 2008 17:49:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dont join.

---

---

Subject: Re: door  
Posted by [samous](#) on Wed, 29 Oct 2008 01:20:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice doors..., do they work all together, or do i have to choose one door type?

=samous

I never play KOSs2 servers, much less even heard of them. No offense.

---

---

Subject: Re: door  
Posted by [ErroR](#) on Wed, 29 Oct 2008 05:29:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

all of them work together but they open slow :/ u still fit

---

---

Subject: Re: door  
Posted by [samous](#) on Thu, 30 Oct 2008 00:49:25 GMT

---

one: do i have to re-name them? 2:i like the stargate door, looks good with my Allied skins for the buildings:

pic:

=samous

EDIT:ignore "one", and look at this. I have been attempting to make a startreck door (from image #1) , but b/c of the windows in the doors i got from you, all i get is this (image #2). Wich, just looks like a wooden door.

image #1

image #2

=samous\*2

EDIT\*3: are the window part of the W3D, or the TGA?

EDIT\*4: Both i think, i edited the window tga file, but it had little effect. Also, I made another door, the PP doors. They are now Star Wars Blast Doors (blast doors original #3, Blast Doors Renegade #4).

#3

#4

=samous\*4

### File Attachments

---

- 1) [modeddoorcool.bmp](#), downloaded 1483 times
- 2) [doors-29.jpg](#), downloaded 1676 times



3) [door\\_st\\_air.bmp](#), downloaded 1466 times

4) [screenShot6562\\_\\_2734823745823.JPG](#), downloaded 3279 times



5) [strarwarsbdone.bmp](#), downloaded 1366 times

---

Subject: Re: door  
Posted by [samous](#) on Thu, 30 Oct 2008 02:36:27 GMT

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

---

I have to post another replie b/c of all the images i have uploaded, lol. Well, in the begining of the first post, the door was just a image from WINDOWS desktop stuff.

is a copy of:

.

=samous

EDIT: Here is my new OBBY door, it is now formated to look like a space ship door, but with a TNG (star trek "the next generation") pannle, instead of a nod logo.I will not post the pic i got it from, b/c i got it from many diferent pic this time.

=samous\*2

Updated Version:

---

### File Attachments

- 1) [door\\_fake\\_prop.bmp](#), downloaded 1480 times
  - 2) [startrekdoorobby.bmp](#), downloaded 1365 times
  - 3) [startrekdoorobby8776867.bmp](#), downloaded 1389 times
- 

---

Subject: Re: door

Posted by [Scrin](#) on Thu, 30 Oct 2008 06:23:10 GMT

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

---

i fucking cant stop laughing

---

---

Subject: Re: door

Posted by [Di3HardNL](#) on Thu, 30 Oct 2008 08:44:33 GMT

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

---

lol samous, that doesnt look good LoL

---

---

Subject: Re: door

Posted by [GEORGE ZIMMER](#) on Thu, 30 Oct 2008 09:25:56 GMT

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

---

hey guyz wats shading lololol

---

Subject: Re: door

Posted by [ErroR](#) on Thu, 30 Oct 2008 13:54:05 GMT

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

---

anyway the door is w3d

---

Subject: Re: door

Posted by [\\_SSnipe\\_](#) on Thu, 30 Oct 2008 19:47:07 GMT

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

---

Goztow wrote on Tue, 28 October 2008 03:39 Just don't join our server with them, as they're advantage skins. Thank you .

\*Cough\* Hacks \*Cough\*

---

Subject: Re: door

Posted by [Gen\\_Blacky](#) on Thu, 30 Oct 2008 20:40:33 GMT

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

---

I hate when they call new models skins ...

---

Subject: Re: door

Posted by [samous](#) on Thu, 30 Oct 2008 21:22:56 GMT

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

---

ummm, i do remeber saying i'm not good at skining, all i have to use is paint!... this somewhat asking for help. Although, I think the doors i made (skined) are better than the door here:

=samous

---

Subject: Re: door

Posted by [GrimmNL](#) on Fri, 31 Oct 2008 00:06:34 GMT

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

---

how are you converting to dds with just paint?

---

Subject: Re: door

Posted by [samous](#) on Fri, 31 Oct 2008 01:50:28 GMT

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

---

actually, i'm using RAD video tools to convert to TGA, but the DDS converter is just called DDS Converter 2, but it won't convert back right.

=samous

---