
Subject: [skin]GDI buildings skin pack
Posted by [ChewML](#) on Thu, 27 Nov 2008 23:35:36 GMT
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Just like the hummer I made a while back.
Toggle Spoiler

Tanks and characters coming soon, hope you enjoy.

File Attachments

1) [ScreenShot23.jpg](#), downloaded 720 times

gkl killed A_bunch_of_kittens
Nod Tiberium Refinery under attack.



2) [GDI fire.rar](#), downloaded 92 times

Subject: Re: GDI buildings skin pack
Posted by [anant](#) on Thu, 27 Nov 2008 23:52:08 GMT
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post rims

Subject: Re: GDI buildings skin pack
Posted by [ChewML](#) on Fri, 28 Nov 2008 00:01:28 GMT
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anant wrote on Thu, 27 November 2008 17:52post rims

rims are in/part the hummer file

Subject: Re: GDI buildings skin pack
Posted by [anant](#) on Fri, 28 Nov 2008 00:22:28 GMT
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cant i just get the rims extracted?

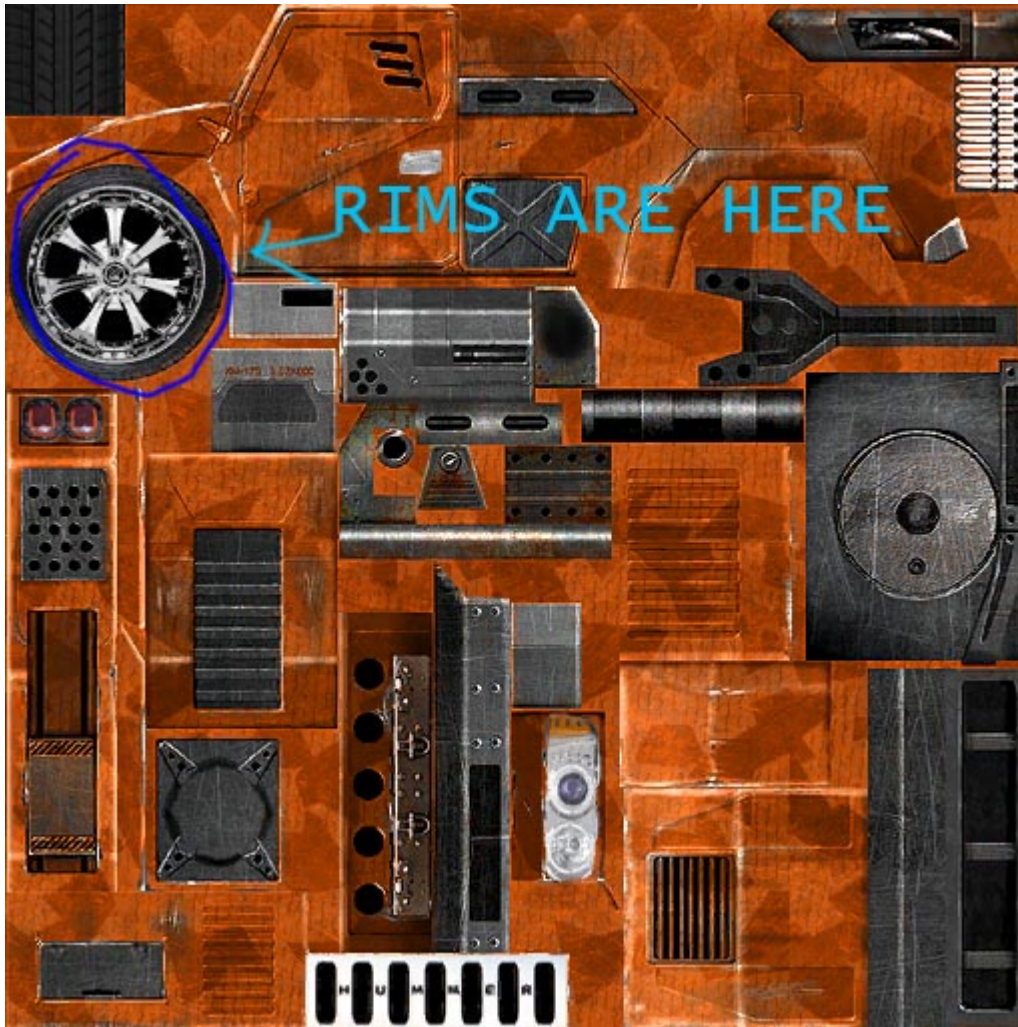
Subject: Re: GDI buildings skin pack
Posted by [ChewML](#) on Fri, 28 Nov 2008 01:02:42 GMT
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ChewML wrote on Thu, 27 November 2008 18:01anant wrote on Thu, 27 November 2008 17:52post rims

rims are in/part the hummer file

File Attachments

1) [v_gdi_humvee.jpg](#), downloaded 576 times



Subject: Re: GDI buildings skin pack
Posted by [anant](#) on Fri, 28 Nov 2008 01:50:19 GMT
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yes i know
can i get a download

Subject: Re: GDI buildings skin pack
Posted by [Altzan](#) on Fri, 28 Nov 2008 02:01:27 GMT
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anant wrote on Thu, 27 November 2008 19:50yes i know
can i get a download

You can't download the rims. You would have to copy-paste the rim into a different skin.

If you want it on your NOS skin, send me your humvee skin and his skin with the rim on it.

ChewML, nice color set you have there

Subject: Re: GDI buildings skin pack
Posted by [ChewML](#) on Fri, 28 Nov 2008 02:03:14 GMT
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Here is the hummer file

File Attachments

1) [v_gdi_humvee.dds](#), downloaded 144 times

Subject: Re: GDI buildings skin pack
Posted by [anant](#) on Fri, 28 Nov 2008 02:26:52 GMT
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dont know how 2 send

Subject: Re: GDI buildings skin pack
Posted by [slosha](#) on Fri, 28 Nov 2008 04:36:32 GMT
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looks like not all the walls are edited to the same red color.. change that

Subject: Re: GDI buildings skin pack
Posted by [Scrin](#) on Fri, 28 Nov 2008 05:10:45 GMT
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ChewML wrote on Thu, 27 November 2008 17:35 Just like the hummer I made a while back.
Toggle Spoiler

Tanks and characters coming soon, hope you enjoy.

hmm nice, but maybe you could try to create reborn's gdi mud-camo style hummer? (just like amphibious apc texture)
or med tank

Subject: Re: GDI buildings skin pack

Posted by [TankArmy5](#) on Fri, 28 Nov 2008 05:29:03 GMT

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Nice skin good work!!.... Will you do with nod as well?

Subject: Re: GDI buildings skin pack

Posted by [ChewML](#) on Fri, 28 Nov 2008 11:59:24 GMT

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TankArmy5 wrote on Thu, 27 November 2008 23:29Nice skin good work!!.... Will you do with nod as well?

Planing on it.

Subject: Re: GDI buildings skin pack

Posted by [ChewML](#) on Fri, 28 Nov 2008 12:00:24 GMT

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slosha69 wrote on Thu, 27 November 2008 22:36looks like not all the walls are edited to the same red color.. change that

Which walls?

Subject: Re: GDI buildings skin pack

Posted by [ErroR](#) on Fri, 28 Nov 2008 13:01:42 GMT

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Altzan wrote on Fri, 28 November 2008 04:01anant wrote on Thu, 27 November 2008 19:50yes i know

can i get a download

You can't download the rims. You would have to copy-paste the rim into a different skin.

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ChewML, nice color set you have there

put the normal skin and the chems on top of it delete everything except rims, merge and voila u got norm skin with rims. (I JUST HATE RIMS ON VEHICLES CUZ THEY ARE PHLAT!)

Subject: Re: GDI buildings skin pack

Posted by [Altzan](#) on Fri, 28 Nov 2008 15:36:54 GMT

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Error wrote on Fri, 28 November 2008 07:01
Altzan wrote on Fri, 28 November 2008 04:01
anant wrote on Thu, 27 November 2008 19:50
yes i know
can i get a download

You can't download the rims. You would have to copy-paste the rim into a different skin.

If you want it on your NOS skin, send me your humvee skin and his skin with the rim on it.

ChewML, nice color set you have there
put the normal skin and the chems on top of it delete everything except rims, merge and voila u got norm skin with rims. (I JUST HATE RIMS ON VEHICLES CUZ THEY ARE PHLAT!)

I agree. BUt if he wants them and it's fairly easy to do, I'll help him out.

Subject: Re: GDI buildings skin pack
Posted by [b00tz92](#) on Fri, 28 Nov 2008 18:16:06 GMT
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what vidoe card do you have and how mcuh did it cost Chewml

i have a video card that came with my computer and i getlike 40 fps in aow servers at the lowest resolution.

im thinkin of getting radeon hd 4670, would that allow me to play in high resolutions with decent fps

Subject: Re: GDI buildings skin pack
Posted by [ChewML](#) on Fri, 28 Nov 2008 18:25:12 GMT
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(CPU1) AMD Phenom™ 9500 Quad-Core Processor @ 2200MHz (ECS MCP61PM-GM mainboard) (RAM) 3GB, 1.95GB free (HDDs) 465GB, 334GB free
VGA1) ATI Radeon HD 2400 XT (256MB), 1440x900x32, 74Hz (OS) Microsoft® Windows Vista™ Home Premium

I bought this desktop almost a year ago for like \$1,200. The card came with it, coz it was all setup for HD. Nothing too fancy though.

Subject: Re: GDI buildings skin pack
Posted by [b00tz92](#) on Fri, 28 Nov 2008 18:35:46 GMT
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is ur video card better than the one im getting radeon hd 4670

Subject: Re: GDI buildings skin pack
Posted by [ChewML](#) on Fri, 28 Nov 2008 19:34:03 GMT
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TBH, I have no idea. I can only assume that your new aftermarket one would be better seeing how mine came with my PC almost a year ago, and seeing how PCs are outdated within liek 1 month now...

Mine is not really built for gaming, but it gets the job done.
