
Subject: [skin]Obelisk Skin!

Posted by [slosha](#) on Fri, 28 Nov 2008 04:27:23 GMT

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Here's my obelisk skin. I just used a stainless steel pattern.

I put up a different picture. There's a nod interiors skin on game-maps.net that matches it very well.

File Attachments

1) [ob_tile3.dds](#), downloaded 264 times

Subject: Re: Obelisk Skin!

Posted by [ChewML](#) on Fri, 28 Nov 2008 04:32:09 GMT

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Got a bigger pic, and a DDS file? So we can see it better.

Subject: Re: Obelisk Skin!

Posted by [slosha](#) on Fri, 28 Nov 2008 04:34:43 GMT

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ChewML wrote on Thu, 27 November 2008 22:32Got a bigger pic, and a DDS file? So we can see it better.

there you go.. you posted before i could edit the .dds file

bigger pic too

Subject: Re: Obelisk Skin!

Posted by [cncnick13](#) on Fri, 28 Nov 2008 17:35:24 GMT

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very nice skins man

Subject: Re: Obelisk Skin!

Posted by [GEORGE ZIMMER](#) on Fri, 28 Nov 2008 17:55:52 GMT

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Awful. It's just a really slapped on texture, the colors simply don't fit, and at first I thought it was at low detail level.

Subject: Re: Obelisk Skin!

Posted by [cncnick13](#) on Fri, 28 Nov 2008 18:53:51 GMT

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^lol. well its better than the original color. i like that purple rifle too. i got a skin were it adds a scope to it

Subject: Re: Obelisk Skin!

Posted by [GEORGE ZIMMER](#) on Fri, 28 Nov 2008 19:01:29 GMT

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No, it's actually NOT better than the original. Firstly, it fits with Nod's color scheme. Secondly, black doesn't need much detail. It's just black. Normally, you don't need to add various details to make it look more metallic. However, with white, you certainly need to add details to it. If it's meant to be snow camo, then that's even WORSE.

I just cannot see it as a good skin.

Subject: Re: Obelisk Skin!

Posted by [slosha](#) on Sun, 30 Nov 2008 00:17:50 GMT

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the texture is stainless steel

Subject: Re: Obelisk Skin!

Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 00:26:04 GMT

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Mine..

Subject: Re: Obelisk Skin!

Posted by [slosha](#) on Sun, 30 Nov 2008 00:29:35 GMT

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eh it's ok

Subject: Re: Obelisk Skin!

Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 01:08:57 GMT

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I kind of like this skin, its different. slosha69's skin that is.

ps love the pokeball that the HON is holding.

Subject: Re: Obelisk Skin!

Posted by [Altzan](#) on Sun, 30 Nov 2008 02:54:27 GMT

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Orca234 wrote on Sat, 29 November 2008 19:08

ps love the pokeball that the HON is holding.

I NEVER SAW THAT 0_0

New screenie is better, but the grid pattern is a bit of a putoff for me.

Subject: Re: Obelisk Skin!

Posted by [slosha](#) on Sun, 30 Nov 2008 03:27:28 GMT

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Orca234 wrote on Sat, 29 November 2008 19:08

ps love the pokeball that the HON is holding.

heh >:D

Subject: Re: Obelisk Skin!

Posted by [ErroR](#) on Sun, 30 Nov 2008 10:04:46 GMT

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Killaaaaa wrote on Sun, 30 November 2008 02:26Mine..

wow now this one is awesome ^^ share it

Subject: Re: Obelisk Skin!

Posted by [DutchNeon](#) on Sun, 30 Nov 2008 12:50:12 GMT

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Share the door I have been trying to get the doors working from Reborn in Renegade, but I

couldn't get em to work :\

Subject: Re: Obelisk Skin!

Posted by [ArtyWh0re](#) on Sun, 30 Nov 2008 15:47:09 GMT

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Ye can you post the door

Subject: Re: Obelisk Skin!

Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 15:49:19 GMT

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I already have released those doors, (i converted those from reborn) i'll find the link

Subject: Re: Obelisk Skin!

Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 15:51:32 GMT

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can't edit my post anymore but here is the link to that topic, scroll a little down and you see my DL link

<http://www.renegadeforums.com/index.php?t=msg&th=30746&start=0&rid=2> 2009

Subject: Re: Obelisk Skin!

Posted by [LiL KiLLa](#) on Sun, 30 Nov 2008 15:52:30 GMT

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here..

ops im to late

File Attachments

1) [Doors.zip](#), downloaded 161 times

Subject: Re: Obelisk Skin!

Posted by [ChewML](#) on Sun, 30 Nov 2008 16:22:24 GMT

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I wish I could use those doors

Subject: Re: Obelisk Skin!

Posted by [ChewML](#) on Sun, 30 Nov 2008 16:22:26 GMT

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oops it posted twice

Subject: Re: Obelisk Skin!

Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 16:42:18 GMT

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Why can't you use them ?

Subject: Re: Obelisk Skin!

Posted by [ErroR](#) on Sun, 30 Nov 2008 17:17:34 GMT

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advantage skin thing

Subject: Re: Obelisk Skin!

Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 18:35:02 GMT

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ErroR wrote on Sun, 30 November 2008 11:17advantage skin thing

my opinion about it is..

Who gives a shit if its advantage when its looking way much better then the original?

Subject: Re: Obelisk Skin!

Posted by [Scrin](#) on Sun, 30 Nov 2008 18:40:11 GMT

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Di3HardNL wrote on Sun, 30 November 2008 12:35ErroR wrote on Sun, 30 November 2008 11:17advantage skin thing

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you right mate.

btw, Reborn's team made it! so now C&C Reborn is CHEATING CRAP????????
here my opinion, C&C Reborn and this doors for the win!

Subject: Re: Obelisk Skin!

Posted by [ErroR](#) on Sun, 30 Nov 2008 18:45:46 GMT

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Niko wrote on Sun, 30 November 2008 20:40Di3HardNL wrote on Sun, 30 November 2008 12:35ErroR wrote on Sun, 30 November 2008 11:17advantage skin thing

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actually even Big heads are not considered advantage if EVERYONE uses them (don't try it lol) i
mean if everyone has the advantage then all of the advantages cancel each other

Subject: Re: Obelisk Skin!

Posted by [slosha](#) on Sun, 30 Nov 2008 19:53:09 GMT

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ok back on topic please

Subject: Re: Obelisk Skin!

Posted by [Di3HardNL](#) on Sun, 30 Nov 2008 19:57:10 GMT

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You can't compare bigheads with it, thats clearly a advantage (cheat) and it looks ugly as hell LoL.
This doors just looks better altho you can see through them, but its not helping that much

Subject: Re: Obelisk Skin!

Posted by [anant](#) on Sun, 30 Nov 2008 21:37:20 GMT

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Di3HardNL wrote on Sun, 30 November 2008 13:57
ErroR wrote on Sun, 30 November 2008 12:45
Niko wrote on Sun, 30 November 2008 20:40
Di3HardNL wrote on Sun, 30 November 2008 12:35
ErroR wrote on Sun, 30 November 2008 11:17
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di3 is right

i cant even see the mines sometimes with those doors, just put them closer to the door, no
advantage

anyways, your still going in to that building so how is it an advantage?
mabye if someone was stander there than yea but with mines i say no

Subject: Re: Obelisk Skin!

Posted by [Goztow](#) on Sun, 30 Nov 2008 21:44:54 GMT

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So wallhack is no advantage as long as you cannot shoot through it, as you could go in the
building and see what's in there anyway. Jeez...

Subject: Re: Obelisk Skin!

Posted by [IronWarrior](#) on Sun, 21 Dec 2008 21:47:40 GMT

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Added to Game-Maps.NET

<http://ren.game-maps.net/index.php?action=file&id=1290>
