
Subject: Advantage Skins.

Posted by [thefile](#) on Tue, 07 Apr 2009 04:04:31 GMT

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thefile wrote on Mon, 06 April 2009 23:03Darkknight wrote on Mon, 06 April 2009 22:39thefile wrote on Mon, 06 April 2009 22:37Dreganius wrote on Mon, 06 April 2009 17:36thefile wrote on Tue, 07 April 2009 06:59Zack wrote on Mon, 06 April 2009 01:09thefile wrote on Sun, 05 April 2009 22:14Darkknight wrote on Sun, 05 April 2009 20:51well on topic it is.

This is the first place I look for new skins. Got some awesome skinners here. Would be easier to find things if i was broken out. Also don't need a separate section for advantage skins. What someone see's as an advantage someone else might not.

FFS I demand that the community finally realizes that there is a damn difference between regular skins and advantage skins!

Calm down. You're entitled to your opinion. We don't need a section called "Advantage Skins", in fact, we pretty much already have that already - though it's not named "Advantage Skins". It's called "Heated Discussions and Debates" (which can lead to flame-fests/flaming arguments).

I personally think we don't need a separate sub-forum here for different releases. A "[<prefix>]" prefix affixed to the beginning of the topic title suffices 'nuf for us to tell. Most of the time I don't even look at the skin releases because I find them ugly. :/

WTF Do you mean "entitled to my opinion." you idiot there is obviously a difference its not an opinion it is fact.

You, sir, are the fool here. You are stating your opinion, not a fact. If it was a fact then everyone would follow it, but since everyone has a different view on advantage skins, it is obviously not fact. I suggest you read the meaning to the word "Opinion" before you make such a comment.

On topic, I think that the idea for different sections is a good idea, although I agree that it should be set to only 3 or 4 topics, as having one for Guns, Characters, HUDs, Reticles, Vehicles, Buildings, and Miscellaneous is too much in my opinion.

I demand that there be a very rigorous investigation on advantage skins and actually ask ALL the community members to state their "Opinion" on this matter.

maybe you should start a new topic on it instead of in this thread which is about organizing this forum.

Will do!

Here it goes!

Subject: Re: Advantage Skins.

Posted by [nikki6ixx](#) on Tue, 07 Apr 2009 04:57:20 GMT

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I pretty much think that most of the skins that did not come with the game have 'advantages' of one sort or another.

Subject: Re: Advantage Skins.

Posted by [Starbuzzz](#) on Tue, 07 Apr 2009 06:19:27 GMT

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nikki6ixx wrote on Mon, 06 April 2009 23:57I pretty much think that most of the skins that did not come with the game have 'advantages' of one sort or another.

Subject: Re: Advantage Skins.

Posted by [Dreganius](#) on Tue, 07 Apr 2009 06:23:21 GMT

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I don't believe so. Some skins make the characters even harder to see in some situations, and easier to see in others. Bright colours that are blatantly over the top I consider to be advantage skins, or having just the head of a Sniper as the colour red another advantage skin. However, I can give some examples of things people could call advantage skins. I've been making all my Nod soldiers have snow camouflage, here's an example:

(Yes, I'll release them soon)

I think they look downright awesome. However, people could complain that they are advantage skins because they are easier to see, as the white camo, which replaces the darker, original colour of the Nod Soldier, is brighter than Westwood's texture. That, I don't agree with. I don't see this as an advantage skin. All my skins that I make are put together well, realistic, or in the case of the Snow camouflage which I'm making now, part of a larger theme. Advantage skins are definately not on my agenda, but people still call my stuff advantage.

In the end, being able to see something better doesn't mean you'll be able to hit it better, either.

File Attachments

1) [Soldier.jpg](#), downloaded 1263 times



Subject: Re: Advantage Skins.

Posted by [Goztow](#) on Tue, 07 Apr 2009 06:26:40 GMT

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But if you can't see it, you can't hit it obviously!

We've had this discussion before, it's useless to start it all over again.

Subject: Re: Advantage Skins.

Posted by [Starbuzzz](#) on Tue, 07 Apr 2009 06:28:42 GMT

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Subject: Re: Advantage Skins.

Posted by [R315r4z0r](#) on Wed, 08 Apr 2009 00:50:55 GMT

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It's almost impossible to not to be able to see characters, regardless of the skin they have.

Having something that makes them brighter will not affect how well you aim at them or ability to spot them. It just makes your game ugly.

Subject: Re: Advantage Skins.

Posted by [IronWarrior](#) on Wed, 08 Apr 2009 10:46:34 GMT

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Goztow wrote on Tue, 07 April 2009 01:26

We've had this discussion before, it's useless to start it all over again.

Yep.

Subject: Re: Advantage Skins.

Posted by [The Party](#) on Wed, 08 Apr 2009 16:29:46 GMT

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R315r4z0r wrote on Tue, 07 April 2009 19:50It's almost impossible to not to be able to see characters, regardless of the skin they have.

Having something that makes them brighter will not affect how well you aim at them or ability to spot them. It just makes your game ugly.

Maybe if all of the characters were bright then no, but if only the most important ones were (PIC, RAVE, SAK, ENGGIE, HOTTY) then yes it would make spotting them easier.

Subject: Re: Advantage Skins.

Posted by [R315r4z0r](#) on Wed, 08 Apr 2009 23:50:23 GMT

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I don't think so. It makes no difference how 'important' the character is. They are still painfully obvious to see no matter what skin you use.

..unless of course you use a transparent skin to make them invisible.

Subject: Re: Advantage Skins.

Posted by [slosha](#) on Mon, 13 Apr 2009 04:26:52 GMT

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Ok, if you have such a problem with advantage skins, or think that any skin is has some advantage, WTF ARE YOU DOING IN THE MOD FORUMS?!?!?! Just something to think about
-.-

You're basically trolling to start a whole flame fest.

Subject: Re: Advantage Skins.

Posted by [Splasher](#) on Tue, 21 Apr 2009 17:26:54 GMT

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IronWarrior wrote on Wed, 08 April 2009 05:46Goztow wrote on Tue, 07 April 2009 01:26
We've had this discussion before, it's useless to start it all over again.

Yep.

Yep. x2

Every year we get this with newbie players

Subject: Re: Advantage Skins.

Posted by [RMCool13](#) on Wed, 22 Apr 2009 00:46:51 GMT

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Splasher wrote on Tue, 21 April 2009 12:26IronWarrior wrote on Wed, 08 April 2009 05:46Goztow wrote on Tue, 07 April 2009 01:26
We've had this discussion before, it's useless to start it all over again.

Yep.

Yep. x2

Subject: Re: Advantage Skins.

Posted by [R315r4z0r](#) on Wed, 22 Apr 2009 01:33:20 GMT

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Splasher wrote on Tue, 21 April 2009 13:26IronWarrior wrote on Wed, 08 April 2009 05:46Goztow wrote on Tue, 07 April 2009 01:26
We've had this discussion before, it's useless to start it all over again.

Yep.

Yep. x2

Every year we get this with newbie players

You have 5 posts.. :V

I know that doesn't reflect how long you've actually been playing Renegade, but it is still funny when you look at it. XD

Subject: Re: Advantage Skins.

Posted by [MGamer](#) on Fri, 24 Apr 2009 01:11:12 GMT

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shut up and start with the flame war
