
Subject: AGT Textures
Posted by [LiL KiLLa](#) on Sat, 11 Jul 2009 22:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello.

Is here anyone who has the textures of the AGT?

(Textures: gd_top2.dds & gdi_cmnt.dds)

Ps: If anyone have it.. publish it please.

Pic -->

That's the AGT of Scrin.

Thanks.

Subject: Re: AGT Textures
Posted by [YazooGang](#) on Sun, 12 Jul 2009 03:50:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

You hate scrin and you want his skins? wow.

Subject: Re: AGT Textures
Posted by [Gen_Blacky](#) on Sun, 12 Jul 2009 05:19:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

YazooGang wrote on Sat, 11 July 2009 23:50 You hate scrin and you want his skins? wow.

a lot people hate scrin put want his textures

Subject: Re: AGT Textures
Posted by [anant](#) on Sun, 12 Jul 2009 05:49:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think everyone hates him, they just use him for his skins. I give those people props

Subject: Re: AGT Textures
Posted by [mr£ÄŞÄ-z](#) on Sun, 12 Jul 2009 07:12:23 GMT

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

Hmm somewhere else i saw these skins

Oh scrin sent me them a while ago

Subject: Re: AGT Textures

Posted by [Tupolev TU-95 Bear](#) on Sun, 12 Jul 2009 07:31:43 GMT

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

hmmm Orca234's looks like that but the top part in darker and has the tiberian sun logo

Subject: Re: AGT Textures

Posted by [JsxKeule](#) on Sun, 12 Jul 2009 10:24:15 GMT

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

just make the gdi_cemnt.dds file negative then you haev nearly the same
or you the texture of scrins gdi beta ref and copy adn paste it to the right files

Subject: Re: AGT Textures

Posted by [LiL KiLLa](#) on Sun, 12 Jul 2009 16:32:09 GMT

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

JsxKeule wrote on Sun, 12 July 2009 12:24just make the gdi_cemnt.dds file negative then you
haev nearly the same
or you the texture of scrins gdi beta ref and copy adn paste it to the right files

A sensible comment! thx but I want original files

Subject: Re: AGT Textures

Posted by [Reaver11](#) on Sun, 12 Jul 2009 17:19:07 GMT

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

The gdi_cmnt.dds is from my nitromod. Just download it and extract it.

Thing is both textures are easy to make. Sometimes it makes me wonder why some people dont
try to make it theirselves? This is one reason why I can accept why Scrin wont release his stuff.

Its the same with anything else. You will love the stuff you cant have and when you have it ... then
its old.

Subject: Re: AGT Textures
Posted by [LiL KiLLa](#) on Sun, 12 Jul 2009 17:36:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Sun, 12 July 2009 19:19The gdi_cmnt.dds is from my nitromod. Just download it and extract it.

Thing is both textures are easy to make. Sometimes it makes me wonder why some people dont try to make it theirselves? This is one reason why I can accept why Scrin wont release his stuff.

Its the same with anything else. You will love the stuff you cant have and when you have it ... then its old.

True words

and ty for help

Subject: Re: AGT Textures
Posted by [JsxKeule](#) on Sun, 12 Jul 2009 17:55:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

LiL KiLLa wrote on Sun, 12 July 2009 18:32JsxKeule wrote on Sun, 12 July 2009 12:24just make the gdi_cemnt.dds file negative then you haev nearly the same or you the texture of scrins gdi beta ref and copy adn paste it to the right files

A sensible comment! thx but I want original files

then use the texture from scrins e3 beta ref which is found in the mod release section here in renegade forums
there is the same texture

Subject: Re: AGT Textures
Posted by [ErroR](#) on Mon, 13 Jul 2009 13:07:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Sun, 12 July 2009 20:55LiL KiLLa wrote on Sun, 12 July 2009 18:32JsxKeule wrote on Sun, 12 July 2009 12:24just make the gdi_cemnt.dds file negative then you haev nearly the same or you the texture of scrins gdi beta ref and copy adn paste it to the right files

A sensible comment! thx but I want original files

then use the texture from scrins e3 beta ref which is found in the mod release section here in renegade forums

there is the same texture
it's not the lookz, it's the scrinz.

Subject: Re: AGT Textures
Posted by [Karmanaut](#) on Tue, 14 Jul 2009 22:03:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm late to the party.

Whose scrin and why is he hated?

Subject: Re: AGT Textures
Posted by [LiL KiLLa](#) on Tue, 14 Jul 2009 22:33:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin -->
<http://www.renegadeforums.com/index.php?t=usrinfo&id=22196&rid=24287>

No1 hates him

Subject: Re: AGT Textures
Posted by [JsxKeule](#) on Wed, 15 Jul 2009 21:00:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Karmanaut wrote on Wed, 15 July 2009 00:03 I'm late to the party.

Whose scrin and why is he hated?

he is hated of much ppl cause he dont release his awesome stuff
but some just hate him cause he is annoying

LiL KiLLa wrote on Sun, 12 July 2009 00:17 Hello.

Is here anyone who has the textures of the AGT?

(Textures: gd_top2.dds & gdi_cmnt.dds)

Ps: If anyone have it.. publish it please.

Pic -->

That's the AGT of Scrin.

Thanks.

and thats the agt from me but you didnt want it cause its not the same textures

Toggle Spoiler

File Attachments

1) [agt.JPG](#), downloaded 833 times



100057
16:38:29
0

NE



ADVANCED GUARD



100

100

JSXKEULE

Subject: Re: AGT Textures
Posted by [LiL KiLLa](#) on Wed, 15 Jul 2009 21:04:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

you already showed me

Subject: Re: AGT Textures
Posted by [futura83](#) on Wed, 15 Jul 2009 21:10:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh scrin sent me them a while ago

You're special.

Subject: Re: AGT Textures
Posted by [mr£Ä\\$Ä-z](#) on Wed, 15 Jul 2009 21:42:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes.

Subject: Re: AGT Textures
Posted by [ErroR](#) on Thu, 16 Jul 2009 13:41:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. The hud is terrible (sorry to start it xD)
 2. He doesn't want ren to look good, he wants to copy scrin in attemp to get cool.
-

Subject: Re: AGT Textures
Posted by [mr£Ä\\$Ä-z](#) on Thu, 16 Jul 2009 15:00:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

- ErroR wrote on Thu, 16 July 2009 08:411. The hud is terrible (sorry to start it xD)
2. He doesn't want ren to look good, he wants to copy scrin in attemp to get cool.

1. Noone cares
 2. Your Problem?
-
-

Subject: Re: AGT Textures

Posted by [ErroR](#) on Sat, 18 Jul 2009 13:01:22 GMT

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

is terrible (sorry to start it xD)

2. He doesn't want ren to look good, he wants to copy scrin in attemp to get cool.

1. Noone cares

2. Your Problem?

1. I wasn't talking to you

2. it's just my opinion
