
Subject: Mutating Hotty
Posted by [GoldDrag](#) on Fri, 11 Sep 2009 13:19:00 GMT
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Not completely mutated, but she's almost turning NOD!

Comments Please!

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Creator: GoldDrag

Subject: Re: Mutating Hotty
Posted by [Dreganius](#) on Fri, 11 Sep 2009 13:21:06 GMT
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Fix your Desert Eagle texture: rename the texture from DesertEagle.tga or whatever it is and add a 2 on the end, so it's like DesertEagle2.tga

Subject: Re: Mutating Hotty
Posted by [GoldDrag](#) on Fri, 11 Sep 2009 13:41:53 GMT
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Thx Dreganius but do you like the skin?

Subject: Re: Mutating Hotty
Posted by [Kimb](#) on Fri, 11 Sep 2009 13:52:02 GMT
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pistol fail, and the face looks like havoc xD, rest looks ok, but ill stay with JsxKeule's hotty (sorry Jsx if i spelled it wrong)

Subject: Re: Mutating Hotty
Posted by [Dreganius](#) on Fri, 11 Sep 2009 14:11:23 GMT
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It's okay, but you could work the hat texture out better.

Subject: Re: Mutating Hotty

Posted by [alaguee](#) on Fri, 11 Sep 2009 14:41:32 GMT

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ahh it good for those that like mutations

but i like my hotwire more

Subject: Re: Mutating Hotty

Posted by [GEORGE ZIMMER](#) on Fri, 11 Sep 2009 20:17:54 GMT

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Not bad, but the arms bug me.
