Subject: [SKIN]Snow Storm
Posted by samous on Sun, 13 Dec 2009 23:34:09 GMT
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This is a small skin that changes the NOD Nuke into a Snow Storm. Install by adding the two .dds files into your renegade data folder. Currently I have been un-able to take in-game screen shots, but here is the image I will provide:

Download (RAR) Samous Web:
http://samousfiles.webs.com/Ren/SnowStorm.rar
Download (ZIP) Renegade Forums Bellow.

=Samous

File Attachments
1) SnowStorm.zip, downloaded 225 times

Subject: Re: [SKIN]Snow Storm
Posted by ErroR on Wed, 16 Dec 2009 11:34:09 GMT
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Please provide a screen shot to get feed back..

Subject: Re: [SKIN]Snow Storm
Posted by Spyder on Wed, 16 Dec 2009 11:59:28 GMT
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I tried this one and it right out sucks...
All it does is replace two textures.

The nuke PT icon.
And it turns the nuke explosion white instead of red/yellowish...

Nothing special in my opinion. I just wasted another minute of my life downloading this.

Subject: Re: [SKIN]Snow Storm
Posted by samous on Thu, 17 Dec 2009 03:08:41 GMT
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Well, yeah, what did you think it would do? I put a snowflake texture for the nuke instead of the fire one, what would you do for a snow storm? Really... it still has to be the same kinda thing, I'm not creating a whole new object in-game, I mean, wouldn't that kinda effect stuff? How would I make an object that works exactly like the nuke? Phef, I didn't even say I liked it though.

=Samous

Subject: Re: [SKIN]Snow Storm
Posted by Spyder on Thu, 17 Dec 2009 10:10:54 GMT
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Well...What you could have done was make an entirely new emitter for the nuke explosion which actually looks like a blizzard.

Subject: Re: [SKIN]Snow Storm
Posted by Starbuzzz on Thu, 17 Dec 2009 15:44:05 GMT
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Nice to have you back, samous!

Subject: Re: [SKIN]Snow Storm
Posted by Distrbd21 on Thu, 17 Dec 2009 21:20:47 GMT
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make a new one that people can put on a custom map and do the thing that he said above as a replacement for the nuke ^^, i would like to put those on a map just to have fun lol.

Subject: Re: [SKIN]Snow Storm
Posted by samous on Sun, 20 Dec 2009 00:03:14 GMT
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DimitryK wrote on Thu, 17 December 2009 02:10Well...What you could have done was make an entirely new emitter for the nuke explosion which actually looks like a blizzard.
Yeah, but I don't really want to change the actual size of it, I still want it to be in the same general area as a normal nuke... plus, I'm not exactly even average at much of this.

=samous