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Subject: Some requests

Posted by [Kal16](#) on Mon, 08 Mar 2010 20:35:48 GMT

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Creation Type: HUD

Desired Images / Renders: Hitman inside the Radar

[http://www.boygeniusreport.com/wp-content/uploads/image/hitmanLogo\\_de.jpg](http://www.boygeniusreport.com/wp-content/uploads/image/hitmanLogo_de.jpg) or

<http://www.wallpapergate.com/data/media/2560/hitman.2a.jpg> cropped with the face brightened up or with a havoc inside the hitman suit like that SeanLad person did.

Colours: Red and black

Text / Font: =DA=FireWarrior

Desired Layout: name inside the health bar and armour as little fireballs or something like that

Extra Info: try and match it as much as you can :S :S

Recticle request : Just a small dot for the sniper's and then others can be Black intel or lintel recticle or w,e it is called.

Characters:

GDI:

A havoc inside a hitman suit if possible... if not then just a hitman as the havoc or havoc as kane.

A Deadeye inside a hitman suit if possible.. if not then just a hitman as the Deadeye OR as Neo off the matrix ^^

NOD:

A Sakura in bikini and bra with tattoos

A 500 black hand with a futuristic helmet or something with a smart suit or just replaced as a different character such as

Mr.Smith or Morpheous or an Agent.

A Chemwarrior with a Halo Suit.

Weapons:

Railgun/PIC : i would like the rail's/pic's shot to be green instead of red for both guns.

NOTE: I do not want these files (if completed) to be in a .rar file. I would be greatly thankful if they were in a .zip file seeing as this makes it 100% easier for me

to place these skins in my data folder because my rar won't allow me to extract the files properly.

Thank's in advance.

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Subject: Re: Some requests

Posted by [Altzan](#) on Tue, 09 Mar 2010 21:49:38 GMT

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While some of these might be fulfilled, I highly doubt someone will make them all and package them in a .zip for you.

Guess it doesn't hurt to ask though.

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Subject: Re: Some requests  
Posted by [Omar007](#) on Tue, 09 Mar 2010 22:19:41 GMT  
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BlackHole archive ftw ^^

I believe there is already an Halo/Master Chief model in some mod. I guess that could be converted to ren

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Subject: Re: Some requests  
Posted by [ErroR](#) on Tue, 09 Mar 2010 22:26:13 GMT  
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i belive, in the cnc\_arctic map..

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Subject: Re: Some requests  
Posted by [Altzan](#) on Thu, 11 Mar 2010 03:35:45 GMT  
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An old thread in this forum had SPARTAN models, but they were for the GDI free characters, not the Chem Trooper.  
Maybe if you ask nicely, someone will convert it for you \*shrug\*, I'd do it but I don't know how and don't have the tools for it.

The message containing them is #248128 (don't know how to link to posts either )

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Subject: Re: Some requests  
Posted by [Good-One-Driver](#) on Sun, 14 Mar 2010 06:52:17 GMT  
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i got the master chief gdi characters and convant nod characters

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### File Attachments

1) [flare1.jpg](#), downloaded 560 times

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Subject: Re: Some requests

Posted by [ErroR](#) on Sun, 14 Mar 2010 13:01:09 GMT

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would you mind posting the file with the screen shot?

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Subject: Re: Some requests

Posted by [Good-One-Driver](#) on Sun, 14 Mar 2010 16:00:47 GMT

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what file?

the master chiefs?

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Subject: Re: Some requests

Posted by [IAmFenix](#) on Sun, 14 Mar 2010 18:47:49 GMT

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Kal16 wrote on Mon, 08 March 2010 14:35

Weapons:

Railgun/PIC : i would like the rail's/pic's shot to be green instead of red for both guns.

GL HF w/ a modified objects.ddb I bet you be able to connect to 0% of the servers.

I'm tired of people always asking for color changes on the lasers. It's not texture-based, and I don't know if you can do it with modifying shaders/messing with the coloring of the game.

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Subject: Re: Some requests

Posted by [Distrbd21](#) on Sun, 14 Mar 2010 18:58:35 GMT

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IAmFenix wrote on Sun, 14 March 2010 13:47Kal16 wrote on Mon, 08 March 2010 14:35

Weapons:

Railgun/PIC : i would like the rail's/pic's shot to be green instead of red for both guns.

GL HF w/ a modified objects.ddb I bet you be able to connect to 0% of the servers.

I'm tired of people always asking for color changes on the lasers. It's not texture-based, and I don't know if you can do it with modifying shaders/messing with the coloring of the game.

Well stop being a ass to people when they ask he probably didn't know.

And i think its a w3d file not in objects.ddb the only thing you change in there is reload rate and shit like that.

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Subject: Re: Some requests

Posted by [ErroR](#) on Sun, 14 Mar 2010 19:04:00 GMT

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Good-One-Driver wrote on Sun, 14 March 2010 18:00what file?  
the master chiefs?

yes

Distrbd21And i think its a w3d file not in objects.ddb the only thing you change in there is reload  
rate and shit like that. no it's in objects ddb

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Subject: Re: Some requests

Posted by [GEORGE ZIMMER](#) on Sun, 14 Mar 2010 19:06:04 GMT

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Good-One-Driver wrote on Sun, 14 March 2010 11:00master chiefs

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Subject: Re: Some requests

Posted by [Good-One-Driver](#) on Sun, 14 Mar 2010 19:28:13 GMT

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Urimas wrote on Sun, 04 March 2007 10:11ok here is 5!!! different colours of the halo chief

GDI soldier = green

GDI shotgun = Blue

GDI granade = Red

GDI eniginer = White

Deadeye = Black

next covonent characters

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### File Attachments

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- 1) [Chiefblack.zip](#), downloaded 53 times
  - 2) [Chiefblue.zip](#), downloaded 62 times
  - 3) [Chiefgreen.zip](#), downloaded 59 times
  - 4) [Chiefred.zip](#), downloaded 63 times
  - 5) [Chiefwhite.zip](#), downloaded 63 times
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