Subject: Renegade Skin
Posted by [xryan](#) on Thu, 28 Jul 2011 17:05:48 GMT
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Does anybody know where I can find a skin for the medium tank "treads", or tracks? I found the one on renegadeskins.net (which is very nice) but the link is broken, and nothing on game-maps.net. Or, does anyone know any other site I can check that may possibly have it?

Thanks.

P.S. Some skins I add to the data folder actually cause my game to not run at all. Any ideas as to why this may be, or how I can fix/avoid this issue?

Subject: Re: Renegade Skin
Posted by [Aircraftkiller](#) on Thu, 28 Jul 2011 17:17:44 GMT
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What skin? Are you referring to this?

The term you're looking for is "texture" or "tex", for short. It is not a "skin". Skin refers to binding a skeleton to a model so that it animates.

Subject: Re: Renegade Skin
Posted by [xryan](#) on Thu, 28 Jul 2011 17:21:54 GMT
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Funny. This is what I am looking for: http://www.renegadeskins.net/t913-med-tank-treads

But the download links are not working. Any ideas?

Subject: Re: Renegade Skin
Posted by [Tupolev TU-95 Bear](#) on Thu, 28 Jul 2011 17:41:10 GMT
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If some of the skins you have in your data folder (like medtank skin for example) doesnt show ingame, make sure you've set the .exe as admin as it worked for me.

Subject: Re: Renegade Skin
Posted by [ChewML](#) on Thu, 28 Jul 2011 18:49:34 GMT
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Aircraftkiller wrote on Thu, 28 July 2011 12:17The term you're looking for is "texture" or "tex", for short. It is not a "skin". Skin refers to binding a skeleton to a model so that it animates.

I think most would agree that his definition of a "skin" is very common and accepted... No need to go all nerdy on him and try to give him a lesson in proper modding terms.

 In case you say that was supposed to be a joke and tell me to lighten up, it sucked ass and just made you look like a know it all douche... Gotta cover all bases in this place.

Subject: Re: Renegade Skin
Posted by Dave Anderson on Thu, 28 Jul 2011 19:44:48 GMT
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I often find myself in agreement with Aircraftkiller. I find it quite unintelligent of people in the same scenario where someone is called a "hacker", when in fact they are "cheating", which has no direct relation. It's never really a great idea to promote the dumbing-down of society. Formalities can be breaking in situations where it matters. Not that any of what I just typed out has any relevance for anyone here to care because it's a gaming forum.. or the fact that it derails the topic from the OP's question, but it is an interesting subject/matter to think about when you have nothing else going on.

Subject: Re: Renegade Skin
Posted by HaTe on Thu, 28 Jul 2011 19:48:50 GMT
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stfu

Subject: Re: Renegade Skin
Posted by Gohax on Thu, 28 Jul 2011 20:42:42 GMT
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HaTe wrote on Thu, 28 July 2011 12:48stfu

I LOL'd.

Though they are right, but this isn't irl. I could care less about spelling (unless it's Duck's spelling, then everything matters.)

Subject: Re: Renegade Skin
Posted by sla.ro(master) on Thu, 28 Jul 2011 20:46:38 GMT
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xryan wrote on Thu, 28 July 2011 20:05P.S. Some skins I add to the data folder actually cause my game to not run at all. Any ideas as to why this may be, or how I can fix/avoid this issue?

maybe the skins you try to install on your data folder are corrupt or something else can cause those. make sure you got those skins from a good source (and aren't cheats or advantage skins...)

to avoid this, try not to install those skins or tell to its creator to fix them.

ps: i looked on that link of skin, is just thread skin, the moving parts of the tank not the actual tank skin.

Subject: Re: Renegade Skin
Posted by Starbuzz on Thu, 28 Jul 2011 21:01:07 GMT
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Boofst0rm made those. You can download them both here:

 http://www.renegadeforums.com/index.php?t=msg&goto=380973&rid=22731& #msg_380973

Subject: Re: Renegade Skin
Posted by Doitle on Thu, 28 Jul 2011 22:23:14 GMT
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Anyone who thinks they can argue with Aircraftkiller about Skins vs Textures needs to read about 10,000 pages of old forum threads.

Subject: Re: Renegade Skin
Posted by Spyder on Thu, 28 Jul 2011 23:03:12 GMT
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It's texture, everyone knows that.

Subject: Re: Renegade Skin
Posted by iRANian on Thu, 28 Jul 2011 23:14:05 GMT
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Doitle wrote on Thu, 28 July 2011 15:23Anyone who thinks they can argue with Aircraftkiller about Skins vs Textures needs to read about 10,000 pages of old forum threads.
lol

Subject: Re: Renegade Skin
Posted by EvilWhiteDragon on Thu, 28 Jul 2011 23:21:24 GMT
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Doitle wrote on Fri, 29 July 2011 00:23Anyone who thinks they can argue with Aircraftkiller about Skins vs Textures needs to read about 10,000 pages of old forum threads.
Fun thing is, both are correct.

One is not technically correct, but is correct in the "offline" world. If you want to make something different you apply a skin to it. For those who are not that much into the subject, it is only logical to apply the real world word for the process.
I guess it's comparable with people using current, voltage and power mixed as well, while they are very different things.

So technically there is a difference, that's true, but in terms of linguistics, skins would be right as well.

Subject: Re: Renegade Skin
Posted by Aircraftkiller on Thu, 28 Jul 2011 23:24:26 GMT
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It's incorrect. If people suddenly start calling the sky green, instead of blue, it does not make them correct. The correct term is "texture" or "tex" for short. It's even faster to type than "skin" is, and a lot more descriptive of the file being discussed.

A skin is a covering, or a UI modification like a skin for Opera 11. A texture is what's applied to the UV coordinates, it is not a covering.

Subject: Re: Renegade Skin
Posted by HaTe on Fri, 29 Jul 2011 02:02:23 GMT
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HaTe wrote on Thu, 28 July 2011 12:48stfu

Also had to lol @ the fail of analogy

Subject: Re: Renegade Skin
Posted by ChewML on Fri, 29 Jul 2011 06:13:24 GMT
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I see how calling cheaters "hackers" is a pretty misleading or whatever, but for as long as I have been around online gaming it has always been understood that a "skin" could equal a texture modification.

Granted I have only been in the online world for about 7-8 years, and some of you have obviously been around longer.

I would say the word "skin" is a good description of what he was looking for. If you disagree, just google search and see how many game websites have "skin" categories and what is in them...

I have done some re-textures myself, most probably would not like them, but "beauty is in the eye of the beholder".

When I searched for resources, "texture" was often the best keyword, to find good patterns. No where in my searches have I ever seen anyone say, "it's not called a skin"... For you more technical people I could see you like proper terms, but it is kinda arrogant to correct lesser informed people. When it is obvious what they mean.

I would say in my personal opinion the best uses would be as follows:

Texture = any pattern before applied to model

Skin = pattern that has been applied to specific model

Obviously calling the sky green is stupid, but that is a completely different idea.

Subject: Re: Renegade Skin
Posted by Tunaman on Fri, 29 Jul 2011 09:04:37 GMT
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http://en.wikipedia.org/wiki/Colloquialism

Subject: Re: Renegade Skin
Posted by m1a1_abrams on Sat, 30 Jul 2011 23:20:52 GMT
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"Skins" in this context comes from people modding games like Quake back in the day. It meant creating a new character or look, without altering the model. For example, turning the Quake guy into Spider-Man. I've never understood the hostility towards this definition, especially since it is so similar to a skin for a browser (it changes the look, but nothing else.) It makes sense to me, particularly because it's usually in reference to a humanoid character model. People don't tend to say they're going to "skin" a map.

Here's an example: Polycount circa 2000.
http://web.archive.org/web/20000815070639/http://www.planetquake.com/polycount/ Everybody referred to a re-textured character model as a skin back then. It was, and still is, very widespread. If it was ever the incorrect usage of a term that described something else, at this point it has

become a new definition of the word. It has even made it to the Wikipedia page for skin (disambiguation)

http://en.wikipedia.org/wiki/Skin_%28disambiguation%29
Quote:Computing

   Skin (computing), a customized graphical presentation for computer software and websites
   In computer graphics, skinning is a term commonly associated with texture mapping
   In computer animation, skinning is attaching a mesh to a set of bones in skeletal animation

The very fact that Aircraftkiller is still having to correct people here, shows how futile it is to fight against new word definitions and slang, once they go mainstream. On other internet forums today, other people are asking questions about "skins", and there will never be enough time in the day to introduce all of these people to that picture of a dead bear.

Subject: Re: Renegade Skin
Posted by Spyder on Sat, 30 Jul 2011 23:37:09 GMT
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The internet is wrong.