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Subject: Little Help with Vehicle skinning :D  
Posted by [DutchNeon](#) on Mon, 26 Mar 2007 15:03:59 GMT  
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As i like Camouflage,I tried getting the German forrest Camouflage on a GDI Medium Tank

Using a grey Channel of the med, then Using A Camouflage pattern i created ( with some help )  
so i overlay it on the Grey Channel layer of the med.

Only my Problem is, using a overlay also changes the barrel,lights etc, how could i get the  
Camouflage Skin on the med without giving the barrel + Lights the skin ( Just a different skin for  
the Yellow Metal texture ) and not the barrel? As u can see on a lot of skins --> so using the Ren  
skin for the barrel and lights etc

/ -= Neon =- \

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