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Subject: Re: Questions:

Posted by [Jerad2142](#) on Mon, 04 Feb 2008 15:24:29 GMT

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SSnipe wrote on Mon, 04 February 2008 08:22Jerad Gray wrote on Mon, 04 February 2008

07:14Zack wrote on Fri, 01 February 2008 13:25No. Skins are loaded when you start renegade. :v

~Zack

Wrong, if its a mix map just toss your modified texture into the mixes files and it will change the sky when it loads it up.

so if i put in skins for char into the mix map like under...it will load up those skins? for i can have diffrenet skins for diffrenet maps?

Toss it in and try, it should I know it works with .pkg, mix isn't that much different. There MIGHT be one problem though, every map you play after that map will use the last sky skin that was loaded, MIGHT I said, I haven't ever tested that.

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