Subject: Re: Do you have a timed c4 skin?
Posted by ArtyWh0re on Fri, 13 Feb 2009 11:42:19 GMT
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reborn wrote on Fri, 13 February 2009 02:06I do not use any texture replacements, and never have knowingly (apart from the mammy and flamer textures that came with the scripts.dll release). I used the ubermappack once which added some purchase terminal textures. But I removed them almost immediately after seeing them. I also had some HUD textures when I was preparing one with scrin, and I forgot I left them in there when I joined a server. I hated it so much I left the game and removed them, I couldn't even play a map with it.
I suppose this comes from three things, believing that these textures are cheats, liking renegade the way it looks now, too lazy to download and install anyway. Most of them do not look professional anyway, allot are made by stupid kids who still watch sponge bob square pants and spend too much time looking at boobies.
I agree with that some skins give advantages, and that some are
just rediculus and nothing to do with Renegade.
How ever I use alot of skins myself, becuase they make me enjoy
the game more.

Ive downloaded skins for infantry that make them look more pretty
and most of the Nod infantry have dark colours which may put me
at a very slight disadvantage.

I recently got that red stealth effect but thinking of removing
it sometime due an opinion it gives a slight advantage.

I like what I have done with my GDI and Nod base skins and they
make Renegade more fun for me. Also I have made tunnels and bunkers look more pretty.

Changing the Westwood map themes is something some people like
myself do, for example I sometimes have some maps as snow.

Finally my only skin that is not Renegade related is the
Adaptive Armour for the Mammoth Tank which I made based off the
Steel Talons upgrade in C&C 3 KW (so still C&C).