Subject: Skins/Models/Sounds...what do you use ?
Posted by [sg]the0ne on Sun, 16 Mar 2003 00:31:46 GMT
View Forum Message <> Reply to Message

Skins : Warthog Hunting rectile, all vehics different, base trim/color diff, different obelisk, 8ball for HON, 75% of GDI infi diff didnt use one skin pack, blue tib., sand->grass etc skin from planetshawn.

Models : hunting shotgun, red/black pistol, allied engi some other random infi

Sounds : TD Sound pack but I didnt use them all. Jacked some wavs from Blazer Rotate and use them as my perm sounds. boink = 'He's dead Jim' game/round/match over = 'Just dont seem fair, does it'

I`ll post some screenies that show what my game looks like. Im @ work so I dont recall it all. What type of stuff do yall use ? For a lot of the skins I used PSP to edit them from what the author released to the public.

peace

edit : the majority of my infi skins actually make it harder to see them. I go for the looks cool / realistic effect VS HEY IM A SNIPER LOOK @ MY YELLOW VEST gheyness.