
Subject: skin

Posted by [phantomfrost](#) on Wed, 28 Sep 2005 04:30:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

yo get this crazy dope

File Attachments

1) [Blue Recon Bike.zip](#), downloaded 72 times

Subject: Re: skin

Posted by [Lijitsu](#) on Wed, 28 Sep 2005 06:36:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

No. Burn in hell. Skins suck. One of them screwed up my Nod Soldier normal skin, so now it's the skin I had's version, just covered in that white & green logo. Y'know the on that basically means that the skin is either loading or not found?

Subject: Re: skin

Posted by [Dr. Lithius](#) on Thu, 29 Sep 2005 03:11:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not all skins suck. I had this one skin once. . . For stealthed units. Completely and utterly psychadelic, it was. Like some sort of oil or grease "stain" floating in water. It was great, but unfortunately, it made the units a little easier to see than normal if they flashed or something. . . So now I'm just using a skin I made myself that makes stealthed units all pretty and blue, like a Winter night's sky out in the country.(And to think it all started because I wanted a "static effect" skin like in Command & Conquer: Renegade Sole Survivor and Command & Conquer: Tiberian Dawn. . .)

Subject: Re: skin

Posted by [Renx](#) on Thu, 29 Sep 2005 03:30:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renguard doesn't block skins unless the server is set to pure mode, you're fine.
