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Subject: Question about a skin...

Posted by [nuub3d](#) on Sun, 21 May 2006 00:01:49 GMT

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hello there ... i have a question about a skin i downloaded...

caus i want to know if i can use it in multplayer..., i didn't want to get kicked because this skin... so can i use him?i put the skin in the Attachments....

i'm from germany...

sry for my bad english...

mfg

nuub

#### File Attachments

1) [engineer\\_officer.zip](#), downloaded 157 times

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Subject: Re: Question about a skin...

Posted by [mision08](#) on Sun, 21 May 2006 00:10:58 GMT

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Hello There,

Yes you can use textures or skins. Renguard will display a message "WARNING: Model Textures (Skins) have been detected on your client! You will not be able to join a pure server." which you can just ignore.

P.S. Houston, we have a problem! You can not use the w3d files with Renguard. I believe the dds and tga files will work. These two files are bad.

c\_ag\_gdi\_hotw.w3d

c\_gdi\_eno.W3D

These three files are maybe not so bad.

c\_gdi\_eno.tga

c\_gdi\_eno\_head.tga

hud\_cnc\_ghotwire.dds

I overlooked your attachment, sorry about that. Also be advised, I am no expert with the use of skins. I believe this is correct though.

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Subject: Re: Question about a skin...

Posted by [nuub3d](#) on Sun, 21 May 2006 00:13:00 GMT

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i play often on the noobstories-server on WOL... can i use the model there,too?

edit: btw... thx for the fast answer... (btw2: i like the new model more than hotwire... )

mfg  
nuub

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Subject: Re: Question about a skin...

Posted by [nuub3d](#) on Sun, 21 May 2006 00:25:48 GMT

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hmm the two bad files has somthing to do with the 3d-movement-thingi... the other are only textures? right?

mfg  
nuub

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thx for answer...  
and sry for double...

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Subject: Re: Question about a skin...

Posted by [mision08](#) on Sun, 21 May 2006 00:32:05 GMT

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You should find someone more qualified in the mod section. This thread may be moved there anyway.

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Subject: Re: Question about a skin...

Posted by [JeepRubi](#) on Sun, 21 May 2006 17:14:35 GMT

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You CAN use this particular model with renguard if anyone is interested.

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Subject: Re: Question about a skin...

Posted by [mision08](#) on Sun, 21 May 2006 17:55:58 GMT

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Well there you go. Shows you what I know about mods.

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