

---

Subject: Texture Release :D

Posted by [mrÃ£Ã§Ã·z](#) on Mon, 26 May 2008 14:35:04 GMT

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

---

Enjoy

I'm going to give all Charactters that suit

---

File Attachments

- 1) [c\\_minigun1.dds](#), downloaded 177 times
- 2) [c\\_minigun2.dds](#), downloaded 165 times
- 3) [Unbenannt.JPG](#), downloaded 640 times



---

Subject: Re: Texture Release :D

Posted by [Reaver11](#) on Mon, 26 May 2008 15:27:46 GMT

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

---

Not bad I like the concept.

Only the front of the helmet is a bit a downside and also the suit looks a bit streched but goodjob I like it.

---

---

Subject: Re: Texture Release :D

Posted by [Canadacdn](#) on Mon, 26 May 2008 18:02:40 GMT

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

---

Why did you copy the armor texture onto the Soldier?

---

---

Subject: Re: Texture Release :D

Posted by [mrÃ£Ã§Ã·z](#) on Mon, 26 May 2008 19:44:50 GMT

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

---

to make him cool

---

---

Subject: Re: Texture Release :D

Posted by [nopol10](#) on Tue, 27 May 2008 00:44:29 GMT

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

---

Its very very low res...

---

---

Subject: Re: Texture Release :D

Posted by [ErroR](#) on Wed, 28 May 2008 10:38:07 GMT

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

---

HEY i was gonna do that ! but i didn't think on whome to put it but i wanted to do that too

---

---

Subject: Re: Texture Release :D

Posted by [mrÃ£Ã§Ã·z](#) on Wed, 28 May 2008 10:41:32 GMT

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

---

---

Subject: Re: Texture Release :D

Posted by [ErroR](#) on Wed, 28 May 2008 10:59:05 GMT

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

---

---

Page 3 of 3 ---- Generated from

Command and Conquer: Renegade Official Forums