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Subject: Pedo Bear Havoc skin

Posted by [ChewML](#) on Wed, 24 Sep 2008 03:48:51 GMT

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Had a request for this from somebody. Figured I'd go ahead and share it with everyone.

Hope you enjoy

Toggle Spoiler

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### File Attachments

1) [c\\_havoc.dds](#), downloaded 203 times

2) [PedoHavoc.jpg](#), downloaded 1677 times



NW



Subject: Re: Pedo Bear Havoc skin  
Posted by [Canadacdn](#) on Wed, 24 Sep 2008 05:33:18 GMT  
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WHAT THE HELL HAVE YOU DONE TO C&C\_WALLS\_FLYING.MIX?!

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Subject: Re: Pedo Bear Havoc skin  
Posted by [RMCool13](#) on Wed, 24 Sep 2008 06:46:17 GMT  
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Canadacdn wrote on Wed, 24 September 2008 00:33WHAT THE HELL HAVE YOU DONE TO C&C\_WALLS\_FLYING.MIX?!

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Dreganius](#) on Wed, 24 Sep 2008 10:46:44 GMT  
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RMCool13 wrote on Wed, 24 September 2008 16:46Canadacdn wrote on Wed, 24 September 2008 00:33WHAT THE HELL HAVE YOU DONE TO C&C\_WALLS\_FLYING.MIX?!

^

And the pedobear looks a bit silly tbh.

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Subject: Re: Pedo Bear Havoc skin  
Posted by [ChewML](#) on Wed, 24 Sep 2008 13:12:34 GMT  
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I like the way my walls look...

And yes it looks silly, that is kinda the point.

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Subject: Re: Pedo Bear Havoc skin  
Posted by [R315r4z0r](#) on Wed, 24 Sep 2008 19:29:17 GMT  
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Holy crap, I haven't laughed that hard in a long time. Nice skin XD

---

Subject: Re: Pedo Bear Havoc skin  
Posted by [InternetThug](#) on Thu, 25 Sep 2008 06:43:31 GMT  
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who deleted the posts where i told chew i didnt like his skin

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Ryu](#) on Thu, 25 Sep 2008 07:24:48 GMT  
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.. that's worse than the mario cart map on TF2... much, much... worse.

---

Subject: Re: Pedo Bear Havoc skin  
Posted by [danpaul88](#) on Thu, 25 Sep 2008 09:10:51 GMT  
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NSStRyKeR wrote on Thu, 25 September 2008 07:43who deleted the posts where i told chew i didnt like his skin

Nobody. A moderator (probably gozy) split them to a new topic because of the spam. It's in the heated discussions and debates flamewars section.

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Goztow](#) on Thu, 25 Sep 2008 09:25:13 GMT  
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Danpaul is correct.

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Subject: Re: Pedo Bear Havoc skin  
Posted by [ChewML](#) on Thu, 25 Sep 2008 13:20:28 GMT  
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Ty gozy for cleaning up my thread (no seriously).

And to everyone else who don't like my skins, I don't give a fuck, BUT I'd rather you keep it to yourself.

kthx

---

Subject: Re: Pedo Bear Havoc skin

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Posted by [Jamie or NuneGa](#) on Thu, 25 Sep 2008 13:30:49 GMT

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I wouldn't use it, but I can see how it may be amusing, furthermore give me ur walls skin

---

---

Subject: Re: Pedo Bear Havoc skin

Posted by [ChewML](#) on Thu, 25 Sep 2008 13:45:07 GMT

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Nune wrote on Thu, 25 September 2008 08:30I wouldn't use it, but I can see how it may be amusing, furthermore give me ur walls skin

Do you want just the ones for walls? The pattern may show up in other levels in wierd places. I have it all over the place, like the buildings in city or in walls canyon. I wasn't quiet finished, but I have not been messing with it much lately.

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Subject: Re: Pedo Bear Havoc skin

Posted by [JohnDoe](#) on Thu, 25 Sep 2008 15:06:21 GMT

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LMFAO...probably the best Havok skin out there.

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Subject: Re: Pedo Bear Havoc skin

Posted by [JohnDoe](#) on Thu, 25 Sep 2008 15:08:48 GMT

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Scrap the tee shirt, doggie...would look better without it.

---

---

Subject: Re: Pedo Bear Havoc skin

Posted by [Di3HardNL](#) on Thu, 25 Sep 2008 16:06:35 GMT

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---

lol, changed the model a bit, but kept the same skin. havoc is bald and has ears on a other spot.

---

### File Attachments

- 1) [PEDO model.rar](#), downloaded 162 times
  - 2) [model.PNG](#), downloaded 419 times
-



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Subject: Re: Pedo Bear Havoc skin

Posted by [mr£Ã\\$Ä-z](#) on Thu, 25 Sep 2008 16:12:06 GMT

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how did you edit havoc?

---

Subject: Re: Pedo Bear Havoc skin

Posted by [Di3HardNL](#) on Thu, 25 Sep 2008 16:33:06 GMT

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well, if you open howTO then 'characters' in renegadepublictools folder you can open male.gmax that one contains an animated havoc ^ you can simply change it by converting it to editable mesh

---

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Subject: Re: Pedo Bear Havoc skin

Posted by [mrÃ£Ä§Ä-z](#) on Thu, 25 Sep 2008 16:34:53 GMT

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and other chars?

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Subject: Re: Pedo Bear Havoc skin

Posted by [Di3HardNL](#) on Thu, 25 Sep 2008 19:00:05 GMT

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open any file that has a l0 at the end is good remember i told you about viewing chars in w3dview that you should open those because they contain the model. for example for havoc  
c\_havoc\_l0.w3d

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Subject: Re: Pedo Bear Havoc skin

Posted by [mrÃ£Ä§Ä-z](#) on Thu, 25 Sep 2008 19:33:37 GMT

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What stands "Pedo" for? is it a Pedophile bear?

---

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Subject: Re: Pedo Bear Havoc skin

Posted by [Di3HardNL](#) on Thu, 25 Sep 2008 20:04:05 GMT

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in dutch pedo means childraper

---

---

Subject: Re: Pedo Bear Havoc skin

Posted by [mrÃ£Ä§Ä-z](#) on Thu, 25 Sep 2008 20:43:14 GMT

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Subject: Re: Pedo Bear Havoc skin

Posted by [GrimmNL](#) on Fri, 26 Sep 2008 12:19:03 GMT

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---

Di3HardNL wrote on Thu, 25 September 2008 15:04in dutch pedo means childraper  
accually, in dutch "pedo" is short for "pedofiel" which is "pedofile" in english, so yeah mad, they all  
mean the same.

---

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Subject: Re: Pedo Bear Havoc skin  
Posted by [ErroR](#) on Tue, 30 Sep 2008 12:32:56 GMT  
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OMG MY EYES! can't stop lauthing

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Subject: Re: Pedo Bear Havoc skin  
Posted by [DL60](#) on Wed, 01 Oct 2008 18:47:16 GMT  
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Sydney and Havoc are running in this sequence but EA cut out the real reason.

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#### File Attachments

1) [SydneyPedoBear.jpg](#), downloaded 812 times

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Canadacdn](#) on Wed, 01 Oct 2008 20:16:01 GMT  
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But Sydney is older than 18...

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Subject: Re: Pedo Bear Havoc skin  
Posted by [DL60](#) on Wed, 01 Oct 2008 20:59:36 GMT  
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Doesn't matter. The face expression fits anyway and this freakin bear looks crazy enough to rape

everything female up to an age of 130 years.

---

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Subject: Re: Pedo Bear Havoc skin

Posted by [IronWarrior](#) on Thu, 17 Sep 2009 15:10:23 GMT

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---

Thia has been added to Game-Maps.NET

<http://ren.game-maps.net/index.php?act=view&id=1350>

I credited the wrong person, this will be fixed.

---

---

Subject: Re: Pedo Bear Havoc skin

Posted by [RMCool13](#) on Thu, 17 Sep 2009 15:29:36 GMT

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---

IronWarrior wrote on Thu, 17 September 2009 10:10Thia has been added to Game-Maps.NET

<http://ren.game-maps.net/index.php?act=view&id=1350>

I credited the wrong person, this will be fixed.

only a year late.

---

---

Subject: Re: Pedo Bear Havoc skin

Posted by [Kimb](#) on Thu, 17 Sep 2009 15:45:05 GMT

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reminds me of one i saw at game-maps..i think

<http://ren.game-maps.net/index.php?act=view&id=1350>

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---

Subject: Re: Pedo Bear Havoc skin

Posted by [IronWarrior](#) on Thu, 17 Sep 2009 16:08:06 GMT

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---

RMCool13 wrote on Thu, 17 September 2009 10:29IronWarrior wrote on Thu, 17 September 2009 10:10Thia has been added to Game-Maps.NET

<http://ren.game-maps.net/index.php?act=view&id=1350>

I credited the wrong person, this will be fixed.

---

only a year late.

I added this in Feb 25, 2009 11:15 AM, so not a year later and I just realised that this skin belongs to Di3HardNL and not Chew, so both have made the same skin, they look the same to me, hmm.

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Di3HardNL](#) on Thu, 17 Sep 2009 16:37:57 GMT  
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skin = Chew  
model = Di3HardNL

---

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Gen\\_Blacky](#) on Thu, 17 Sep 2009 16:39:17 GMT  
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Di3HardNL wrote on Thu, 17 September 2009 11:37skin = Chew  
model = Di3HardNL

he didn't change the model.

---

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Subject: Re: Pedo Bear Havoc skin  
Posted by [Di3HardNL](#) on Thu, 17 Sep 2009 16:43:32 GMT  
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i did

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Subject: Re: Pedo Bear Havoc skin  
Posted by [ErroR](#) on Thu, 17 Sep 2009 18:06:57 GMT  
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---

Gen\_Blacky wrote on Thu, 17 September 2009 19:39Di3HardNL wrote on Thu, 17 September 2009 11:37skin = Chew  
model = Di3HardNL

he didn't change the model.

head

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Subject: Re: Pedo Bear Havoc skin  
Posted by [ChewML](#) on Thu, 17 Sep 2009 18:28:34 GMT  
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lol didn't expect to see this bumped anytime soon

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Subject: Re: Pedo Bear Havoc skin  
Posted by [IronWarrior](#) on Thu, 17 Sep 2009 21:23:17 GMT  
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Chew wrote on Thu, 17 September 2009 13:28lol didn't expect to see this bumped anytime soon

Hehe, well, I normally update topics when files are added to GM.NET, will have to update the file with your name on it soon.

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