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Subject: Skin Question

Posted by [Di3HardNL](#) on Sat, 17 Jan 2009 18:08:43 GMT

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Hey I am editing the renegade weapon hud icons. But there is this green texture or something on it. Does anyone have a clue how to delete it?

Here a screenshot.

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Subject: Re: Skin Question

Posted by [Altzan](#) on Sat, 17 Jan 2009 18:22:52 GMT

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Similar to what happens to PT's ingame, I bet. My PT's are in fullblown color but get greenified ingame. Maybe that's what this is.

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Subject: Re: Skin Question

Posted by [Di3HardNL](#) on Sat, 17 Jan 2009 18:28:14 GMT

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I think it are RenX settings where they put the diffuse color to green. But I don't think there is a w3d file for the hud icons Its probably a setting in LE, but I don't know where to search honestly.

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Subject: Re: Skin Question

Posted by [BlueThen](#) on Sat, 17 Jan 2009 18:38:44 GMT

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Di3HardNL wrote on Sat, 17 January 2009 12:28 I think it are RenX settings where they put the diffuse color to green. But I don't think there is a w3d file for the hud icons Its probably a setting in LE, but I don't know where to search honestly.

Global Settings -> HUD

Don't know if you can change it there though.

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Subject: Re: Skin Question

Posted by [Spyder](#) on Sat, 17 Jan 2009 19:07:33 GMT

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Download Deathlink's hud and check the ini file. He's managed to remove the green stuff, so the line is somewhere in there.

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Subject: Re: Skin Question  
Posted by [anant](#) on Sat, 17 Jan 2009 20:56:00 GMT  
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Cool Di3, This is gonna look awesome  
good work and good luck

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Subject: Re: Skin Question  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 17 Jan 2009 21:00:26 GMT  
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Niko aka Scrin has it without Weapon Icons that turn into green

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Subject: Re: Skin Question  
Posted by [Di3HardNL](#) on Sat, 17 Jan 2009 21:39:10 GMT  
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Yep, but I haven't seen/spoken to scrin for like ages! I'll try with Deathlink's hud thx for the tip!

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Subject: Re: Skin Question  
Posted by [anant](#) on Sat, 17 Jan 2009 21:51:44 GMT  
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Hokay. =D  
DI3 FOR THE FUC\*\*\*G WIN!

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Subject: Re: Skin Question  
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 11:00:36 GMT  
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It works now with Deathlink's hud yes.  
I want to know how he did this tho ./ otherwise it will only work when you have his hud installed

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Subject: Re: Skin Question  
Posted by [Spyder](#) on Sun, 18 Jan 2009 11:06:28 GMT  
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Try messing around with this:

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WeaponImageEnabled=true  
WeaponImageVisible=true  
WeaponImageVisibleNonVehicle=true  
WeaponImageXPos=-121  
WeaponImageYPos=-185  
WeaponImageColor=2  
WeaponImageVehicleColor=2

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