Subject: [Skin] Master Control Terminal
Posted by zeratul on Tue, 14 Apr 2009 00:39:58 GMT
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Well this is my first one so coment im not gonna constantly release pointless crap so dont even start on that

There now it's fixed

```
File Attachments
1) mct_gdi.dds, downloaded 107 times
2) mct_gdi.bmp, downloaded 629 times
3) mct_nod.bmp, downloaded 673 times
4) mct_nod.dds, downloaded 126 times
```

Subject: Re: [Skin] Master Control Terminal
Posted by ErroR on Tue, 14 Apr 2009 11:37:18 GMT
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looks tron style, nice

Subject: Re: [Skin] Master Control Terminal
Posted by zeratul on Tue, 14 Apr 2009 11:45:27 GMT
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Thanks i need to edit the GDI one though, I missed a part.

Subject: Re: [Skin] Master Control Terminal
Posted by Altzan on Tue, 14 Apr 2009 13:55:53 GMT
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Ooh, I do like. Nice job!
Fits my skins anyhow

Subject: Re: [Skin] Master Control Terminal
Posted by zeratul on Thu, 30 Apr 2009 23:11:46 GMT
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Heres some actual screenshots

File Attachments

1) ScreenShot01.png, downloaded 513 times

2) ScreenShot02.png, downloaded 506 times

This is a Master Control Terminal. It is the weak spot of this building.
Place C4 here to destroy it quickly. Engineers also repair faster at this MCT.

Master Control Terminal

Credits: 100056

Subject: Re: [Skin] Master Control Terminal
Posted by slosha on Fri, 01 May 2009 01:51:27 GMT
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gooooood.. that's nice

Subject: Re: [Skin] Master Control Terminal
Posted by queenhunter on Fri, 01 May 2009 03:18:34 GMT
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OH Nice,

I ve only made a couple, never went that far with dtail.

NICE WORK!!

Subject: Re: [Skin] Master Control Terminal
Posted by Boofst0rm on Fri, 01 May 2009 09:10:16 GMT
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instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight

---

Subject: Re: [Skin] Master Control Terminal
Posted by LeeumDee on Fri, 01 May 2009 11:21:14 GMT
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Or just use a hue color change
Or selective color change.
Or a combination of the two

Subject: Re: [Skin] Master Control Terminal
Posted by The Party on Fri, 01 May 2009 13:42:56 GMT
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The hue color change usally seems to change the whole image better luck with the line tracer or the color selection tool.

Subject: Re: [Skin] Master Control Terminal
Posted by ErroR on Fri, 01 May 2009 13:44:42 GMT
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use the magic wand (or any other) tool to select the blue lines then do some hue saturation. OR change the hue of all the picture then use the history brush tool.

Subject: Re: [Skin] Master Control Terminal
Posted by LeeumDee on Fri, 01 May 2009 14:24:33 GMT
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Hue -- choose color you wish to change from drop down - change color and done.

Works on the nod uniforms definitely. Takes minutes to do a whole base, character and vehicle re-color.

anyway, that's off-topic

Subject: Re: [Skin] Master Control Terminal
Posted by ErroR on Fri, 01 May 2009 14:27:18 GMT
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LeeumDee wrote on Fri, 01 May 2009 17:24Hue -- choose color you wish to change from drop down - change color and done.

Works on the nod uniforms definitely. Takes minutes to do a whole base, character and vehicle re-color.

anyway, that's off-topic
oh, yeas, indeed, and you can also use Replace color

Subject: Re: [Skin] Master Control Terminal
Posted by zeratul on Sat, 02 May 2009 02:03:51 GMT
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Boofst0rm wrote on Fri, 01 May 2009 04:10instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight
i did use the line tool i was just fucking tired when i did it so i didnt come out so good plus it was my first mod

---

Subject: Re: [Skin] Master Control Terminal
Posted by Boofst0rm on Sat, 02 May 2009 05:37:42 GMT
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Zeratul wrote on Sat, 02 May 2009 12:03Boofst0rm wrote on Fri, 01 May 2009 04:10instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight
i did use the line tool i was just fucking tired when i did it so i didnt come out so good plus it was my first mod

when your making skins take your time dont rush them

Subject: Re: [Skin] Master Control Terminal

Posted by zeratul on Sat, 02 May 2009 19:28:49 GMT

Boofst0rm wrote on Sat, 02 May 2009 00:37Zeratul wrote on Sat, 02 May 2009 12:03Boofst0rm wrote on Fri, 01 May 2009 04:10instead of using a brush to trace the lines try using the line tool so the lines are straight. because the gdi ones keyboard isnt very straight
i did use the line tool i was just fucking tired when i did it so i didnt come out so good plus it was my first mod

when your making skins take your time dont rush them
When i listen to music i tend not to so ive been doing that recently to help out