
Subject: [skin] flame tank

Posted by [JsxKeule](#) on Sun, 14 Jun 2009 18:54:31 GMT

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i know there was still released a good nod vehicle pack
but i made a flamer skin and want to hear some comments from you ppl
when the reaction is good i make a vehicle pack in this style

File Attachments

- 1) [v_nod_flame.dds](#), downloaded 176 times
- 2) [flamer.JPG](#), downloaded 989 times

DTtrex: Move out.
DTtrex: Move out.
Unit ready.



Flame Tank

..toxkeule



+ 200
100

Credits: 7824

Subject: Re: [skin] flame tank
Posted by [Tupolev TU-95 Bear](#) on Sun, 14 Jun 2009 19:01:14 GMT
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gj keep it up

Subject: Re: [skin] flame tank
Posted by [marcin205](#) on Sun, 14 Jun 2009 19:19:09 GMT
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strange little bit but looks fine

Subject: Re: [skin] flame tank
Posted by [ArtyWh0re](#) on Sun, 14 Jun 2009 20:12:37 GMT
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It looks good. I think the tracks need to be changed aswell in the same style as they kind of stick out at the moment.

Subject: Re: [skin] flame tank
Posted by [JsxKeule](#) on Sun, 14 Jun 2009 20:14:39 GMT
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hmm yeah what was the filename of it

Subject: Re: [skin] flame tank
Posted by [ArtyWh0re](#) on Sun, 14 Jun 2009 20:25:52 GMT
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ErroR released his C&C 3 version on the Stank Mk2 thread. I believe the name is 22_tread.

Subject: Re: [skin] flame tank
Posted by [Tupolev TU-95 Bear](#) on Sun, 14 Jun 2009 20:27:43 GMT
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If im correct The flame tank and the stealth tank uses the same treads

Subject: Re: [skin] flame tank
Posted by [JsxKeule](#) on Sun, 14 Jun 2009 20:34:23 GMT
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ok thx will change it later

Subject: Re: [skin] flame tank
Posted by [Xena](#) on Sun, 14 Jun 2009 21:17:24 GMT
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i dont like it.
looks ugly in an unknown way.

Subject: Re: [skin] flame tank
Posted by [LeeumDee](#) on Sun, 14 Jun 2009 21:42:51 GMT
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Are you using custom shaders?
It can change the look a hell of a lot.

Subject: Re: [skin] flame tank
Posted by [ErroR](#) on Tue, 16 Jun 2009 12:33:01 GMT
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nice
