
Subject: stank crate

Posted by [JsxKeule](#) on Mon, 07 Sep 2009 20:10:22 GMT

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little stank replacement for the big crate
it will have the actually stank and stealth effect skin u use atm

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Subject: Re: stank crate

Posted by [Kimb](#) on Mon, 07 Sep 2009 20:42:22 GMT

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a tank and a crate? or just a crate? im confused..looks nice anyways so does the HUD (btw is it released?) i remember this other beta hud..um

<http://renegadeskins.forumieren.de/huds-f9/beta-hud-t729.htm> but this looks slightly different

Subject: Re: stank crate

Posted by [Reaver11](#) on Mon, 07 Sep 2009 22:07:32 GMT

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I will be honest with you Jsxkeule I think we are looking at total different things then the crate. As I told you before (you indeed dont have to follow it, its just my opinion) if you want to show a skin or model only show that! And not some different show off goodies like in this case the hud.

I like your work dont get me wrong but dont get botteling up good stuff.

Subject: Re: stank crate

Posted by [LeeumDee](#) on Mon, 07 Sep 2009 22:30:00 GMT

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Reaver11 wrote on Mon, 07 September 2009 17:07I will be honest with you Jsxkeule I think we are looking at total different things then the crate. As I told you before (you indeed dont have to follow it, its just my opinion) if you want to show a skin or model only show that! And not some different show off goodies like in this case the hud.

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Agreed, ive mentioned that before too.

I do like the crate, and a screenshot of the crate alone certainly would have been better.

Take me for example, when I record videos of my custom maps I do it in a completely unmodified Renegade install (apart from what im releasing of course)
[/offtopic]

Nice idea for a crate replacement

Subject: Re: stank crate
Posted by [ErroR](#) on Tue, 08 Sep 2009 10:24:46 GMT
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i know there were more like this, but why would i want a vehicle as a crate..

Subject: Re: stank crate
Posted by [JsxKeule](#) on Tue, 08 Sep 2009 14:13:31 GMT
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i just wanted to test out
how the stealth effect is working and i made this

and to all others
i made this ss very fast ingame cause i got no crates offline
and i just use this hud omg
here are more then 1000 ss with other skins on it
and you cry when i make one??

Subject: Re: stank crate
Posted by [Kimb](#) on Tue, 08 Sep 2009 14:19:59 GMT
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i think the hud looks cool, and i cant see any advantage by it (give ?)

Subject: Re: stank crate
Posted by [reborn](#) on Tue, 08 Sep 2009 14:22:39 GMT
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It looks cool, but isn't it a bit large for a crate?

I'd like to see the cnc_reborn crate used, it's so nice

Subject: Re: stank crate

Posted by [Xena](#) on Tue, 08 Sep 2009 15:36:41 GMT

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the health and armor icons, i got a feeling that if u scroll over an enemy you see his hp and armor...

Subject: Re: stank crate

Posted by [reborn](#) on Tue, 08 Sep 2009 16:11:31 GMT

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I doubt it. It's possible, but I doubt that's what it does.

Subject: Re: stank crate

Posted by [Reaver11](#) on Tue, 08 Sep 2009 16:45:49 GMT

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You know when something is fishy with the topic when the first posters posts more about a different skin then the thing that is beeing showed.

Also the armor and health icon just show when you are low on health or armor. (It becomes yellow when at 50% etc)

Also that HUD doesnt show any neutrals. And it doesnt show heights.
