Subject: Submit models and textures here
Posted by zunnie on Thu, 11 Aug 2005 03:51:45 GMT
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http://www.multiplayerforums.net/index.php?showforum=285

Gimmeh

Please include screenshots in the zip/rar archive!

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Any textures and models uploaded will be packed into an
installer and placed in the main download database asap.

Also note that NONE of the files on the submit page are
scanned for potential viruses and/or trojans, we will of
course check the files before placing them in the download
database, but until then there is absolutely no garantuee
on these files from being virusfree - use at your own risk.

Subject: Re: Submit models and textures here
Posted by Dr. Lithius on Sun, 28 Aug 2005 00:34:05 GMT
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Uploaded my crappy "Tranquil Cosmos" Stealth Effect replacement skin. It's pretty. *shrugs*

Subject: Re: Submit models and textures here
Posted by Mighty BOB! on Wed, 28 Sep 2005 02:08:33 GMT
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Attatched a good powersuit skin for Sydney (from C&C DEN)

& the E3 2001 Laser (CNC-Source) stuff needs to be authorized because it kicks me out when it
detects the models so I can't use it

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File Attachments
1) powersuitII.zip, downloaded 174 times
2) e3_2001_lasr.zip, downloaded 191 times
```

Subject: Re: Submit models and textures here
Posted by danpaul88 on Wed, 28 Sep 2005 20:53:23 GMT
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Mighty BOB! wrote on Wed, 28 September 2005 03:08Attatched a good powersuit skin for Sydney (from C&C DEN)

& the E3 2001 Laser (CNC-Source) stuff needs to be authorized because it kicks me out when it detects the models so I can't use it

I use the E3 Chain Laser Rifle online with RG, have done for about a year now....its a skin only I believe, not an actual model...

Subject: Re: Submit models and textures here
Posted by Mighty BOB! on Wed, 28 Sep 2005 21:13:06 GMT
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Well it comes with 2 .w3d files in the .zip. Or am I not supposed to copy those? (the .zip contains 2 .w3d models, 8 .dds skin files & one ingame preview shot. There is no readme so I assumed to copy everything (except preview shot of course) to the Date directory.)

Subject: Re: Submit models and textures here
Posted by danpaul88 on Wed, 28 Sep 2005 21:20:38 GMT
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Well try putting only the .dds files in, should work then.

I believe the models were included so you could preview the model in W3D viewer, it's probably the same one as in always.dat

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Subject: Re: Submit models and textures here
Posted by danpaul88 on Wed, 28 Sep 2005 22:00:19 GMT
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I am assuming you mean this skin btw;

 http://www.forgeofwar.net/ta-mod/downloads/preview_videos/ta e_preview_3.zip

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Subject: Re: Submit models and textures here
Posted by Mighty BOB! on Sat, 01 Oct 2005 21:15:03 GMT
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Yeah the skins work by themselves (yay)