Subject: skin
Posted by phantomfrost on Wed, 28 Sep 2005 04:30:48 GMT
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yo get this crazy dope

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File Attachments
1) Blue Recon Bike.zip, downloaded 174 times
```

Subject: Re: skin
Posted by Lijitsu on Wed, 28 Sep 2005 06:36:25 GMT
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No. Burn in hell. Skins suck. One of them screwed up my Nod Soldier normal skin, so now it's the skin I had's version, just covered in that white & green logo. Y'know the on that basically means that the skin is either loading or not found?

Subject: Re: skin
Posted by Dr. Lithius on Thu, 29 Sep 2005 03:11:15 GMT
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Not all skins suck. I had this one skin once. . . For stealthed units. Completely and utterly psychadelic, it was. Like some sort of oil or grease "stain" floating in water. It was great, but unfortunately, it made the units a little easier to see than normal if they flashed or something. . . So now I'm just using a skin I made myself that makes stealthed units all pretty and blue, like a Winter night's sky out in the country.(And to think it all started because I wanted a "static effect" skin like in Command & Conquer: Renegade Sole Survivor and Command & Conquer: Tiberian Dawn. . .)

Subject: Re: skin
Posted by Renx on Thu, 29 Sep 2005 03:30:07 GMT
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Renguard doesn't block skins unless the server is set to pure mode, you're fine.