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Subject: Skin options

Posted by [bastian149](#) on Sun, 08 Oct 2006 12:03:43 GMT

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How do I access a character's other skin option? ie, Sydney powersuit has two skins etc.

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### File Attachments

1) [gdisydney.jpg](#), downloaded 912 times



2) [gdisydney2.jpg](#), downloaded 855 times



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Subject: Re: Skin options

Posted by [Nightma12](#) on Sun, 08 Oct 2006 12:09:17 GMT

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Subject: Re: Skin options

Posted by [light](#) on Mon, 09 Oct 2006 22:21:57 GMT

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Is there a way to set the 2nd skin as the default option from the PT?

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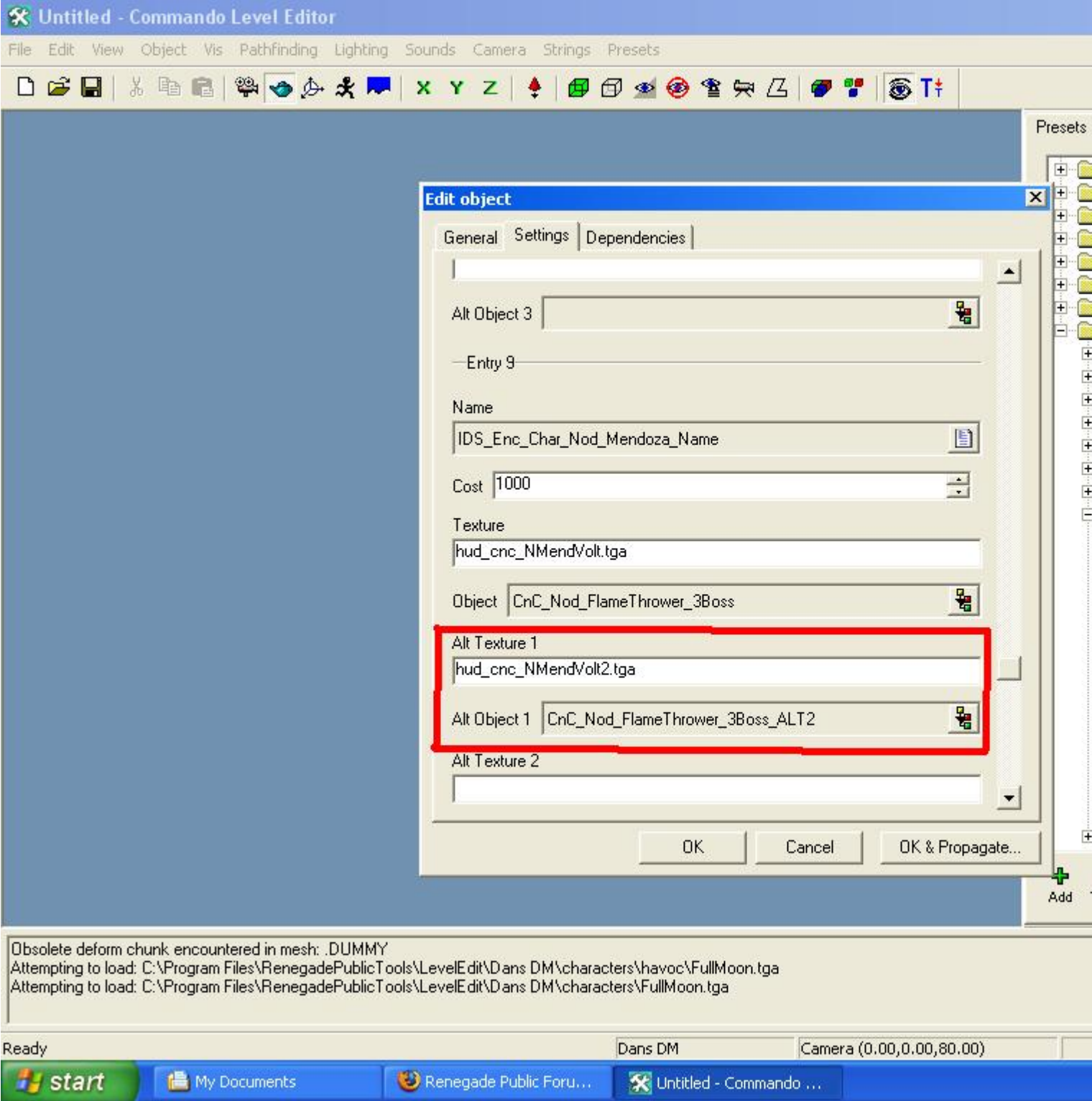
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Subject: Re: Skin options

Posted by [futura83](#) on Mon, 09 Oct 2006 22:29:51 GMT

## File Attachments

1) [alt.JPG](#), downloaded 631 times



Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Dans DM\characters\havoc\FullMoon.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Dans DM\characters\FullMoon.tga

Ready Dans DM Camera (0.00,0.00,80.00)

start My Documents Renegade Public Foru... Untitled - Commando ...

Subject: Re: Skin options  
Posted by [light](#) on Tue, 10 Oct 2006 07:51:16 GMT  
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My apologies, can that be implemented client side only?

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