
Subject: [rackz skin] GDI Weapons Factory
Posted by [mrŁŹÄ·z](#) on Sat, 18 Apr 2009 17:08:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blah Blah Blah, added Reflections and other crap.

File Attachments

1) [rackz Weapons Factory.exe](#), downloaded 221 times

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [crysis992](#) on Sat, 18 Apr 2009 17:13:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome, maybe add some smoke to the pipes?

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [mrŁŹÄ·z](#) on Sat, 18 Apr 2009 17:41:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Later,

And yes, i will edit every Building. Vehicles and Chars will come later, also with some shaders/effects and whatever.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [crysis992](#) on Sat, 18 Apr 2009 18:10:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 18 April 2009 13:41Later,

And yes, i will edit every Building. Vehicles and Chars will come later, also with some shaders/effects and whatever.

nice

btw: did you made them with gmax? If yes, can you upload the gmax file of wf?
cant open the wf w3d from you -.-'

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [mr£Ä\\$Ä-z](#) on Sat, 18 Apr 2009 18:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I made it in 3ds max

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [crysis992](#) on Sat, 18 Apr 2009 18:54:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm k

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [nape.avi](#) on Sat, 18 Apr 2009 19:15:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

tbh the yellow is too bright but other than that it's awesome

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [mr£Ä\\$Ä-z](#) on Sat, 18 Apr 2009 19:17:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can simple edit Yellow.TGA and Yellow2.TGA

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [ArtyWh0re](#) on Sat, 18 Apr 2009 19:30:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im not a big fan of the skins but the model is great.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [DynaFrom](#) on Sat, 18 Apr 2009 21:16:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice job marty, but endeed, yellow is too bright

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [BlueThen](#) on Sat, 18 Apr 2009 21:45:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

The yellow needs a little more dirt on it.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [_SSnipe_](#) on Sat, 18 Apr 2009 21:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Love the model hate the yellow

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [AngelFaN](#) on Sat, 18 Apr 2009 21:55:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should take out the two yellow strips on the back, they're kinda covering up the GDI sign

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [mr£\\$z](#) on Sat, 18 Apr 2009 21:55:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Like i said, simply edit Yellow.tga & yellow2.tga

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [TankArmy5](#) on Sat, 18 Apr 2009 22:09:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice model but yellow.....

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [BlueThen](#) on Sat, 18 Apr 2009 22:16:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sat, 18 April 2009 16:55 Like i said, simply edit Yellow.tga & yellow2.tga
It's your texture.

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [Altzan](#) on Sun, 19 Apr 2009 01:51:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe he doesn't want to change it for them, and he's giving permission for others to alter it.
I do admit some here don't know how to edit the textures, but it's pretty easy...

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [LiL KiLLa](#) on Sun, 19 Apr 2009 08:18:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

new pro incoming !!!!!!!!!!!

well done...

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [Scrin](#) on Sun, 19 Apr 2009 09:44:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

RUSSAKii_NA_WSEGDA wrote on Sun, 19 April 2009 03:18 new pro incoming !!!!!!!!!!!

well done...

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [mr£Ä\\$Ä-z](#) on Sun, 19 Apr 2009 10:28:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Sat, 18 April 2009 20:51 Maybe he doesn't want to change it for them, and he's giving permission for others to alter it.

I do admit some here don't know how to edit the textures, but it's pretty easy...

I did keep the yellow things as .TGA, because most ppl don't know how to install the DDS plugins!

Now to everyone, edit the yellow texture/s however you want, you can also upload the new texture here,

I DON'T CARE about that.

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [TankArmy5](#) on Sun, 19 Apr 2009 11:16:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

I change skin from yellow to camo

File Attachments

1) [Untitled.jpg](#), downloaded 1077 times



Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Error](#) on Mon, 20 Apr 2009 12:21:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

TankArmy5 wrote on Sun, 19 April 2009 14:16 I change skin from yellow to camo

the only problem it does not loop and looks ugly cuz of that
I really love the pipes

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [mrÃÄÄ&SöA-z](#) on Mon, 20 Apr 2009 14:08:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

me was busy, gonn work on ref now.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [kill](#) on Tue, 21 Apr 2009 01:26:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

heres my wf with som help from boofstrom

File Attachments

1) [untitled.JPG](#), downloaded 518 times

~~vet-points +0.15~~



Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [YazooGang](#) on Tue, 21 Apr 2009 01:50:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Mon, 20 April 2009 20:26heres my wf with som help from boofstrom
I thought you were scrin. WHere you get that hud. Give it to me too

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Scrin](#) on Tue, 21 Apr 2009 03:43:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Mon, 20 April 2009 20:26heres my wf with som help from boofstrom

?

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [kill](#) on Tue, 21 Apr 2009 05:11:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol cant

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [-Xv-](#) on Tue, 21 Apr 2009 06:22:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Mon, 20 April 2009 21:26heres my wf with som help from boofstrom

lol, was that HUD modeled after Gpolice? With the Apache and all, it could actually pass for it XD

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Di3HardNL](#) on Tue, 21 Apr 2009 07:55:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

kill wrote on Mon, 20 April 2009 20:26heres my wf with som help from boofstrom

could you give the code for the vehicle amount display Thats the last thing I want on my hud

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [Scrin](#) on Tue, 21 Apr 2009 09:38:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

everyone turned on after his screenshot Oo

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [Sir Kane](#) on Tue, 21 Apr 2009 10:26:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

This looks so retarded.

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [mr£Ä\\$Ä-z](#) on Tue, 21 Apr 2009 13:08:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Like your MRLS.

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [Sir Kane](#) on Tue, 21 Apr 2009 13:51:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

What?

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [mr£Ä\\$Ä-z](#) on Tue, 21 Apr 2009 14:14:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Sun, 14 March 2004 15:07After a few days of hard work I finally got it done.

What do you guys think?

(It's the MRLS while shooting a rocket in that render)

Subject: Re: [rackz skin] GDI Weapons Factory

Posted by [Scrin](#) on Tue, 21 Apr 2009 14:54:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 21 April 2009 16:14Sir Kane wrote on Sun, 14 March 2004 15:07After a

few days of hard work I finally got it done.
What do you guys think?
(It's the MRLS while shooting a rocket in that render)

LOOOOL!!!!??

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Di3HardNL](#) on Tue, 21 Apr 2009 15:01:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol that looks pretty retarded SIR KANE

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [ErroR](#) on Tue, 21 Apr 2009 15:05:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Tue, 21 April 2009 18:01Lol that looks pretty retarded SIR KANE
wait till you see it's pollycount.. (don't know where the thread is)

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Sir Kane](#) on Tue, 21 Apr 2009 16:30:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

The "MRLS" IS SUPPOSED to look retarded.
Dumbfucks.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Mauler](#) on Tue, 21 Apr 2009 20:37:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Tue, 21 April 2009 10:54madrackz wrote on Tue, 21 April 2009 16:14Sir Kane wrote on Sun, 14 March 2004 15:07After a few days of hard work I finally got it done.
What do you guys think?
(It's the MRLS while shooting a rocket in that render)

LOOOOL!!!!??

From the looks of it Sir Kane is implying that yours/others models look terrible.. hence why he

created that thread and model.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [dr3w2](#) on Tue, 21 Apr 2009 20:49:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 21 April 2009 09:14Sir Kane wrote on Sun, 14 March 2004 15:07After a few days of hard work I finally got it done.
What do you guys think?
(It's the MRLS while shooting a rocket in that render)

I actually lol'd SK thats awesome

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Sir Kane](#) on Tue, 21 Apr 2009 23:55:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mauler wrote on Tue, 21 April 2009 15:37
From the looks of it Sir Kane is implying that yours/others models look terrible.. hence why he created that thread and model.

Notice the date in the quote.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [Mauler](#) on Wed, 22 Apr 2009 01:00:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Totally missed that.

Subject: Re: [rackz skin] GDI Weapons Factory
Posted by [kill](#) on Wed, 22 Apr 2009 04:13:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:lol, was that HUD modeled after Gpolice? With the Apache and all, it could actually pass for it XDno
