
Subject: [Skin/Model Replacement] Healing Blood
Posted by [nopol10](#) on Sun, 07 Jun 2009 10:50:19 GMT

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Here's a modification for the blood you see when people get hit by bullets. It changes blood into the healing sign that is like what you get in TF2, except you're not actually healing your enemy of course.

Extract the contents in the .zip file into the Data folder.

Remove e_flesh1.w3d, e_flesh2.w3d and t_blood_heal.dds to uninstall.

Here are some screenies:

Enjoy!

File Attachments

1) [HealingBlood.zip](#), downloaded 229 times

Subject: Re: [Skin/Model Replacement] Healing Blood
Posted by [mrÅ£Äz](#) on Sun, 07 Jun 2009 10:59:42 GMT

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Hehe cool idea

Subject: Re: [Skin/Model Replacement] Healing Blood
Posted by [JsxKeule](#) on Sun, 07 Jun 2009 11:00:10 GMT

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can you make this when you heal some1 with the repair gun

then i would use it

and nice job

Subject: Re: [Skin/Model Replacement] Healing Blood
Posted by [ErroR](#) on Sun, 07 Jun 2009 11:49:47 GMT

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lol nice, but yeah healing is better

Subject: Re: [Skin/Model Replacement] Healing Blood
Posted by [BLÃ»Îµl4Î²ÃªL](#) on Sun, 07 Jun 2009 12:55:17 GMT
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JsxKeule wrote on Sun, 07 June 2009 06:00can you make this when you heal some1 with the repair gun

then i would use it

and nice job

Subject: Re: [Skin/Model Replacement] Healing Blood
Posted by [Muad Dib15](#) on Thu, 11 Jun 2009 03:08:06 GMT
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Make the heal effect this. That would be awesome.

Subject: Re: [Skin/Model Replacement] Healing Blood
Posted by [Gen_Blacky](#) on Thu, 11 Jun 2009 03:45:52 GMT
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Haven t tested to see what other guns it effects probably volt auto rifle.

File Attachments

1) [rep.JPG](#), downloaded 532 times



- 2) [e_electric01.w3d](#), downloaded 189 times
 - 3) [t_blood_heal.dds](#), downloaded 192 times
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