
Subject: Camo Beacons

Posted by [zeratul](#) on Tue, 27 Apr 2010 23:59:26 GMT

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Here they are
comments

Included Both:
First and Third person Views

Included Pt 1:
2 Different Urban Camo
DMP Camo

Included Pt 2:
Mixed Camo
Desert Camo

images

File Attachments

- 1) [Camo Beacons pt 1.rar](#), downloaded 274 times
- 2) [Camo Beacons pt 2.rar](#), downloaded 284 times
- 3) [All shots1.png](#), downloaded 1141 times

4) [All shots2.png](#), downloaded 1141 times



Subject: Re: Camo Beacons

Posted by [liquidv2](#) on Wed, 28 Apr 2010 04:24:31 GMT

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i tried using those but they're skinned too well and i couldn't find them

Subject: Re: Camo Beacons

Posted by [ErroR](#) on Wed, 28 Apr 2010 15:00:55 GMT

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TER-RIBLE seriosly. Learn to apreciaty your own skins. If it looks like crap then don't post it. It lost all detail! Make the camo even more transparent

Subject: Re: Camo Beacons

Posted by [zeratul](#) on Thu, 29 Apr 2010 21:59:04 GMT

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ErroR wrote on Wed, 28 April 2010 09:00If it looks like crap then don't post it.
looked fine to me

Subject: Re: Camo Beacons

Posted by [F1r3st0rm](#) on Fri, 30 Apr 2010 03:13:43 GMT

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obviously it looked fine to you, you made it

Subject: Re: Camo Beacons

Posted by [snpr1101](#) on Fri, 30 Apr 2010 03:42:36 GMT

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F1r3st0rm wrote on Thu, 29 April 2010 22:13obviously it looked fine to you, you made it

^^

Subject: Re: Camo Beacons

Posted by [Zion](#) on Fri, 30 Apr 2010 08:10:08 GMT

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Mixed looks like you just pulled it out of your arse.

Desert and Urban looks like it was made with ASCII art.

Subject: Re: Camo Beacons

Posted by [zeratul](#) on Fri, 30 Apr 2010 12:29:35 GMT

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Zion wrote on Fri, 30 April 2010 02:10Mixed looks like you just pulled it out of your arse.

Desert and Urban looks like it was made with ASCII art.
I could not find any that werent digital camo

Subject: Re: Camo Beacons
Posted by [Zion](#) on Fri, 30 Apr 2010 13:57:14 GMT
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You didn't specify it was meant to be digital style.

Subject: Re: Camo Beacons
Posted by [Jerad2142](#) on Fri, 30 Apr 2010 15:19:21 GMT
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They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"

Subject: Re: Camo Beacons
Posted by [snpr1101](#) on Fri, 30 Apr 2010 15:49:01 GMT
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Jerad Gray wrote on Fri, 30 April 2010 10:19They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"

A nice big emitter wouldn't go astray either.

Subject: Re: Camo Beacons
Posted by [zeratul](#) on Fri, 30 Apr 2010 21:13:48 GMT
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Jerad Gray wrote on Fri, 30 April 2010 09:19They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"
do they just expect an ex-cheater to release cheats for them?

Subject: Re: Camo Beacons
Posted by [snpr1101](#) on Sat, 01 May 2010 06:46:22 GMT
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Zeratul wrote on Fri, 30 April 2010 16:13Jerad Gray wrote on Fri, 30 April 2010 09:19They're all

just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"
do they just expect an ex-cheater to release cheats for them?

/facepalm

Subject: Re: Camo Beacons
Posted by [Altzan](#) on Sun, 02 May 2010 02:23:34 GMT
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Ehh, that camo just doesn't flow well on the model. Mainly because it seems to repeat at every angle.

DMP looks the best of the set.

Subject: Re: Camo Beacons
Posted by [Jerad2142](#) on Mon, 03 May 2010 20:36:34 GMT
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snpr1101 wrote on Fri, 30 April 2010 09:49Jerad Gray wrote on Fri, 30 April 2010 10:19They're all just mad because the beacons are not orange with a sign on top that says "I'm fucking here!"

A nice big emitter wouldn't go astray either.

Maybe a couple sound emitters as well so if you have 3D sound you could pin point it with ease? And maybe some of that green tutorial text at the top of the screen to give you a heads up your near a beacon/c4, perhaps it could even tell you if it was to your left, right, up, down, etc?
"THERE IS A PROXY C4 CHARGE 14.4 METERS TO THE SOUTH EAST. OWNER OF THIS CHARGE IS 'IRW1NN3R1337', WHOM IS STANDING IN THE GDI BARRACKS."
