Subject: Skin Questions
Posted by **_SSnipe_** on Mon, 30 Jul 2007 09:44:42 GMT
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whats the tga file for the snow ground walls mountains and everything else for map under so i can edit and make some skins

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Subject: Re: Skin Questions
Posted by **Veyrdite** on Mon, 30 Jul 2007 09:46:30 GMT
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go to le, select the map in the presets tree and press edit.
Get the w3d name
Extract it from always.dat with xcc mixer.
View it in w3dview and it'll have an expandable tree on the left for the textures in the level.

Subject: Re: Skin Questions
Posted by **Tunaman** on Mon, 30 Jul 2007 09:46:56 GMT
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Use XCC mixer and W3D viewer(in the renegade public tools) to find out all of them in the under terrain w3d... Otherwise you're just gonna be guessing the filenames + formats.

Subject: Re: Skin Questions
Posted by **Veyrdite** on Mon, 30 Jul 2007 09:49:25 GMT
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lol we posted in the same minute unaware of each other

Subject: Re: Skin Questions
Posted by **_SSnipe_** on Mon, 30 Jul 2007 09:58:39 GMT
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dthdealer wrote on Mon, 30 July 2007 04:49lol we posted in the same minute unaware of each other

lmfao

also i got this form renhelp.net for skin crap

DXT Tools

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and idk how to install it or what ever

Subject: Re: Skin Questions
Posted by _SSnipe_ on Tue, 31 Jul 2007 11:06:03 GMT
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let me ask what are the dds files all the runnig lights on nod side?

Subject: Re: Skin Questions
Posted by SWNight on Thu, 02 Aug 2007 10:02:05 GMT
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pwr_runninglight.dds

There is only one .

Subject: Re: Skin Questions
Posted by _SSnipe_ on Thu, 02 Aug 2007 21:16:46 GMT
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ok that fixed the airs running litghs and ob and ref but there still a very small skinny red on side of
pp and top of hon :S