Subject: Skin Question: Nod and GDI Vehicle Logos
Posted by ionMech on Thu, 17 Jul 2003 17:58:23 GMT
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I currently use XCC Mixer to extract files from the Renegade always.dat file and have extracted tons of the skin files and edited them with Photoshop. After countless searching and trying different skins out I am unable to find out how to change the Nod/GDI logos on the sides of the vehicles. For example look at the Flame Tank. Even if I have an alternate skin for it, it will still show the red Nod logo on the side. If there is a way to change it, I'd be quite thankful if someone could point it out to me or show me the .dds file that needs to be edited. Thanks in advance!

Subject: Skin Question: Nod and GDI Vehicle Logos
Posted by npsmith82 on Thu, 17 Jul 2003 22:54:07 GMT
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v_scorp_kv.dds - Used for Nod Buggy.
v_scorp_kv_rd.dds - Used for Stealth Tank, Flame Tank and Nod APC.
nodlogo.dds - Used for Nod Artillery, Apache, Recon Bike, SSM and C130 Cargo Plane.
v_nodlogo_t.dds - Used for Nod Light Tank.
nodlogo2.dds - Used for Nod Chinook Transport (underside).
22_nodlogo.dds - Used for Nod Truck.

gdilogo.dds - Used for every GDI vehicle.

I'd previously modified all of these skins whilst making the matrix conversion (see sig).
You'll need to pay attention to the existing alpha regions if you're planning on changing the shape of the logo.