Subject: Need help with a mod...
Posted by ErroR on Sat, 31 May 2008 17:52:58 GMT

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I'm currently working on a reverse mod and i need some help:
-Changing base defenses team.
-Changing PT player type (that is displayed when you aim at it)

I'll add more later sorry very bad memory...
See for yourself and report bugs and stuff...
more skining and changing of units later...

Question:
-What settings should i use to save nod stealth soldier? cuz it works 1 time then it becomes black [PROBLEM SOLVED]
-What settings should i use to save nod stealth tank?[PROBLEM SOLVED]
-What settings should i use to save nod chem warrior?[PROBLEM SOLVED]
-Does the crystal of the laser rifle have a separate texture in first person? because in weapon skin it's blue in game it's red... [PROBLEM SOLVED]
-What's the skin for the beam of the laser rifle?
-What's the skin for the beam for the pic? (i edited blue_triple.dds and now there are 2 beams 1 red 1 blue

-What are the textures for the pic's screen beams?

http://files.filefront.com/Reversepkg/;10435741;/fileinfo.html

File Attachments
1) pic.PNG, downloaded 275 times