
Subject: moon?dds

Posted by [Good-One-Driver](#) on Tue, 24 Feb 2009 04:42:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey who knows what the moon is saved under cause i check
moon.dds nothing any ideas?

Subject: Re: moon?dds

Posted by [Dreganius](#) on Tue, 24 Feb 2009 05:00:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Search through all of always.dat to find it, there's not too many textures you know.

Subject: Re: moon?dds

Posted by [Altzan](#) on Tue, 24 Feb 2009 14:51:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

I was JUST thinking of skinning that too

Subject: Re: moon?dds

Posted by [Reaver11](#) on Tue, 24 Feb 2009 16:20:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

The moon has two textures.

In some maps you will see a full moon.
Fullmoon.dds

In some maps you will only see half a moon.
partmoon.dds

Subject: Re: moon?dds

Posted by [CarrierII](#) on Tue, 24 Feb 2009 17:47:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

This brings me back to an old idea of mine - that we should start a wiki of the files in always.dat and their purposes, so people can look it up. In a table with fields like
Filename || Description || Opens with (based on extension, so should be automatically filled in)

Anyone think of anything else that would be useful?

Once we have a good list of fields, I might start this on Renegadewiki.com

Suggestions?

Subject: Re: moon?dds

Posted by [Di3HardNL](#) on Tue, 24 Feb 2009 17:49:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

If it only contains skins which you can see in multiplayer internet and if they are listed under every kind of category like

Weapons

Vehicles

Terrain

Characters

Buildings

then it would be a good idea

Subject: Re: moon?dds

Posted by [_SSnipe_](#) on Tue, 24 Feb 2009 20:08:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I had a moon skin it is a dds but forgot the name

Subject: Re: moon?dds

Posted by [ChewML](#) on Wed, 25 Feb 2009 01:22:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would love to see a list of all the files and details put together. That would prolly definitely save people a lot of time.

Subject: Re: moon?dds

Posted by [Good-One-Driver](#) on Wed, 25 Feb 2009 01:28:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

kk ty i found the moon

File Attachments

1) [Untitled.jpg](#), downloaded 303 times



Subject: Re: moon?dds

Posted by [Reaver11](#) on Wed, 25 Feb 2009 06:04:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Tue, 24 February 2009 10:20The moon has two textures.

In some maps you will see a full moon.
Fullmoon.dds

In some maps you will only see half a moon.
partmoon.dds

Dont forget the other moon which is also beeing used!

Subject: Re: moon?dds

Posted by [CarrierII](#) on Thu, 26 Feb 2009 20:45:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, so they need a category field, perhaps two, for online/offline and then

Weapons

Vehicles

Terrain

Characters

Buildings (Thanks for the list)

Any further suggestions?
