
Subject: File name please

Posted by [ChewML](#) on Sun, 01 Mar 2009 17:00:38 GMT

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

What is the DDS file name for the burn mark tank shells leave?

[Toggle Spoiler](#)

File Attachments

1) [shellmark.jpg](#), downloaded 628 times

Host: LONDON269 is loading the map to join the game.
LONDON269 has joined the game, fighting for Team GDI
GDI Power Plant under attack.

Lil-Toy-Man has joined the game, fighting for Team GDI
~~join to not killed their self~~



200
200

Subject: Re: File name please

Posted by [_SSnipe_](#) on Sun, 01 Mar 2009 17:17:29 GMT

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

Hell if that is a skin I want it to! but I dont think it is? Iv looked thru always .dat tons of times during the day but never seen anything like that

Subject: Re: File name please

Posted by [ChewML](#) on Sun, 01 Mar 2009 17:19:48 GMT

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

I figure it is a DDS just like the bullet holes and scorch marks.

I just went through the XCC mixer but I didn't see it. Hopefully I just overlooked it.

Subject: Re: File name please

Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 17:31:17 GMT

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

Yes it is a .dds, i edited it once. Im searching the filename now.

Subject: Re: File name please

Posted by [_SSnipe_](#) on Sun, 01 Mar 2009 17:35:43 GMT

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

Di3HardNL wrote on Sun, 01 March 2009 09:31Yes it is a .dds, i edited it once. Im searching the filename now.

ooo Im love this...

Subject: Re: File name please

Posted by [ErroR](#) on Sun, 01 Mar 2009 17:36:05 GMT

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

can't find it either :S

Subject: Re: File name please

Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 17:51:23 GMT

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

Found it.

d_smdirt2.dds

It has an alpha channel which you can edit so save as DXT5

Subject: Re: File name please

Posted by [ChewML](#) on Sun, 01 Mar 2009 18:00:43 GMT

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

Di3HardNL wrote on Sun, 01 March 2009 18:51Found it.

d_smdirt2.dds

It has an alpha channel which you can edit so save as DXT5

Subject: Re: File name please

Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 18:17:33 GMT

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

I changed the original burn marks to cracks,

check ss

File Attachments

1) [Screenshot4833.jpg](#), downloaded 312 times



Credits: 5950
Time Remaining

Subject: Re: File name please

Posted by [ChewML](#) on Sun, 01 Mar 2009 18:25:15 GMT

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

That is awesome looking.

Did you ever release it?

Subject: Re: File name please

Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 18:48:35 GMT

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

no i just made it

I'll make a small topic in mod release section

Subject: Re: File name please

Posted by [DutchNeon](#) on Sun, 01 Mar 2009 19:16:27 GMT

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

Di3HardNL wrote on Sun, 01 March 2009 19:17 I changed the original burn marks to cracks,

check ss

Hmm, what hud_main.dds are you using?

Encircled with paint:

I have tried to fix the faction icons for the default HUD, but I kinda failed with it, and never bothered it again.

Subject: Re: File name please

Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 19:20:50 GMT

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

I use a hud which scrin made for me

Subject: Re: File name please

Posted by [DutchNeon](#) on Sun, 01 Mar 2009 19:29:01 GMT

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

Would it be possible to release the two icons (NOD and GDI), which are shown if you target at friendly/enemy Buildings,Vehicles and Infantry?
