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Subject: File name please

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

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

Toggle Spoiler

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### File Attachments

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

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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  
~~jointon killed their self~~



Subject: Re: File name please  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Mar 2009 17:17:29 GMT  
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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

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Subject: Re: File name please  
Posted by [ChewML](#) on Sun, 01 Mar 2009 17:19:48 GMT  
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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.

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Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 17:31:17 GMT  
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Yes it is a .dds, i edited it once. Im searching the filename now.

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Subject: Re: File name please  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Mar 2009 17:35:43 GMT  
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Di3HardNL wrote on Sun, 01 March 2009 09:31 Yes it is a .dds, i edited it once. Im searching the filename now.  
ooo Im love this...

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Subject: Re: File name please  
Posted by [ErroR](#) on Sun, 01 Mar 2009 17:36:05 GMT  
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can't find it either :S

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Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 17:51:23 GMT  
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Found it.

d\_smdirt2.dds

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

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Subject: Re: File name please  
Posted by [ChewML](#) on Sun, 01 Mar 2009 18:00:43 GMT  
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Di3HardNL wrote on Sun, 01 March 2009 18:51 Found it.

d\_smdirt2.dds

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

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Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 18:17:33 GMT  
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I changed the original burn marks to cracks,

check ss

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#### File Attachments

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

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Airstrip



200

116

Credits: 595  
Time Remaining

Subject: Re: File name please  
Posted by [ChewML](#) on Sun, 01 Mar 2009 18:25:15 GMT  
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That is awesome looking.

Did you ever release it?

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Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 18:48:35 GMT  
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no i just made it  
I'll make a small topic in mod release section

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Subject: Re: File name please  
Posted by [DutchNeon](#) on Sun, 01 Mar 2009 19:16:27 GMT  
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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.

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Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 19:20:50 GMT  
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I use a hud which scrin made for me

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Subject: Re: File name please  
Posted by [DutchNeon](#) on Sun, 01 Mar 2009 19:29:01 GMT

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?

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