Thanks for the great answers guys and i think i have gotten myself somewhere now. I have found all the textures i wanted , problem is all are in dds format ,....can i use it directly in level edit or do i convert them to tga ?
Plus i need one more piece of advice..im editing the C&C_Under.lvl into a mix map...how do i edit the Pts so that they show up in the map ? Like i want to add/remove characters which are buyable from my mix map...how do i go about it ?
Thanks