Thanks for the answers. Yeas, meant the beta skin.

Well, i'm just starting with gmax, but I learn quickly.

So, it is photoshop work, cuting out the beta stuff und paste onto the standard skin?

Or re-texture in gmax?

I'm not firm with this multitexture-tga-maps. No idea, how to texture something with a certain area of those multitexturemaps....?

And some more modding questions:

1. I'm looking for a AI-Airstrike-Script. I want a certain aircraft-model to make an strike on the enemy base, killing somebody and flying away. And the whole stuff awailable on PT-Icon.

2. I'm inserted beta-repairpads into my map. But the standard-repair-area doesnt repair all of my new inserted beta-vehicles?

3. I recompailed the beta-tiberium-silos. But it lost the reflections on the glas-windows and the inner light.... how to make this inner light in gmax?