Subject: Westwood map editing
Posted by LeeumDee on Tue, 09 Jun 2009 11:53:34 GMT
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Hey, so I'm trying to edit some existing maps.
Basically all i want to do is change some texture names so it loads different textures instead of the originals and so it only changes that map.

I figured hex editing the mix and placing the new textures in my data folder would work. But i hit a brick wall. When opening c&c_walls.mix and searching for l10_botcliff.dds (and many others) Which is in the map. It doesn't find it.

Can anybody help? Maybe a quick tutorial or something. Or just a push in the right direction.

Thanks.