Not sure about the texture it uses, but opening the mesh in W3d viewer you should be able to scroll down and find which file it uses.

Update on the mod:
Infantry are 100% set up (details on every unit coming soon, with an alpha test)
Vehicle set up and testing underway.

After fiddling with .ldd and .ddb files in Level edit, I'm going to be able to bring in fanmaps quite easily. First, I delete any temps made to purchase settings. Then I go to instances and remove all crates and weapons or other gameplay changing objects. Finally make sure all Temp'd turrets, guntowers, or buildings are created equal and can leave those temps with the map. I'm only bringing in quality maps!

So i ask, What are the best custom maps you enjoy?

also for script's needed...

-No heal effect on SBH or change to an invisible heal effect?

-Tech level based on harvy dumps 2,4,6, Can i just find what message is sent per team to send a custom on this event?

-per unit build time?

-helipad (simple) just spawn at location instead of WF, use construction zone too if possible. (Tried MDB scripts those are broken with 4.0, tried TDA and couldn't get the cinematic to work with a vehicle carried, and is to complex for a simple task of just spawning Aircraft at a location.