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Subject: Skinning Question-URGENT

Posted by [PsY](#) on Sun, 02 Mar 2003 03:34:59 GMT

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Okay. I need to know the file names of all the DDS files that make up the Nod buildings. I know the GDI ones but not the Nod. Oh yes one more thing, the file name of the DDS file that is the gray part of the GDI Barracks. I want to make a few skins for these, but I have not found them browsing through the Always.DAT.

If anyone could take the time to list them for me, It would be very great and I would try (somehow) to repay them.

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Subject: Skinning Question-URGENT

Posted by [PsY](#) on Sun, 02 Mar 2003 17:18:19 GMT

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illeat bump0r

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Subject: Skinning Question-URGENT

Posted by [Majiin Vegeta](#) on Sun, 02 Mar 2003 18:50:31 GMT

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PsYilleat bump0r

lool help the man people!

sorry i no help

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Subject: Skinning Question-URGENT

Posted by [General Havoc](#) on Sun, 02 Mar 2003 21:00:04 GMT

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It's good to see somene taking up the idea i suggested of skinning buildings. Download the buildings pack from the westwood FTP. Open up the exterior of the multiplayer building in the w3d viewer and it will tell you the name of all the textures it's using, you should find them files as DDS format in the always.dat.

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Subject: Skinning Question-URGENT

Posted by [Griever92](#) on Fri, 07 Mar 2003 03:44:02 GMT

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General HavocIt's good to see somene taking up the idea i suggested of skinning buildings. Download the buildings pack from the westwood FTP. Open up the exterior of the multiplayer

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building in the w3d viewer and it will tell you the name of all the textures it's using, you should find them files as DDS format in the always.dat.

You could download the Textures package from the WW FTP server.

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