
Subject: Cursor W3D files.

Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 21:25:45 GMT

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Hey guys, i'm trying to make a tiberium cursors for my mod.

What are the w3d files of all the cursors. I found their texture but cant find their w3d files.

Subject: Re: Cursor W3D files.

Posted by [HeavyX101- Left](#) on Mon, 21 Jul 2008 01:08:56 GMT

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Anyone?

Subject: Re: Cursor W3D files.

Posted by [Sn1per74*](#) on Mon, 21 Jul 2008 05:12:52 GMT

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I don't think the cursor is a .w3d? Why would it be? It's not a 3d object... Correct me if I'm wrong.

Subject: Re: Cursor W3D files.

Posted by [HeavyX101- Left](#) on Mon, 21 Jul 2008 05:21:58 GMT

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Well, i edited the skin of it and it looked like the same thing as the old one but with another color, so that tells that there is a w3d file of it. But i cant find it.

Subject: Re: Cursor W3D files.

Posted by [Sn1per74*](#) on Mon, 21 Jul 2008 05:23:58 GMT

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HeavyX101 wrote on Mon, 21 July 2008 00:21 Well, i edited the skin of it and it looked like the same thing as the old one but with another color, so that tells that there is a w3d file of it. But i cant find it.

Or maybe you just used the wrong .dds

Subject: Re: Cursor W3D files.

Posted by [HeavyX101- Left](#) on Mon, 21 Jul 2008 05:32:51 GMT

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cursor_arrow.dds

That is the one i used, and i edted it and it chaged alittle bit, but the shape is still the old one.

Subject: Re: Cursor W3D files.

Posted by [Omar007](#) on Mon, 21 Jul 2008 10:07:21 GMT

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Learn to mod dude . (finaly i can pay you back)

Subject: Re: Cursor W3D files.

Posted by [saberhawk](#) on Mon, 21 Jul 2008 10:12:04 GMT

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HeavyX101 wrote on Mon, 21 July 2008 00:32cursor_arrow.dds

That is the one i used, and i edted it and it chaged alittle bit, but the shape is still the old one.

It's called alpha channel.

Subject: Re: Cursor W3D files.

Posted by [Sn1per74*](#) on Mon, 21 Jul 2008 14:23:59 GMT

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Saberhawk wrote on Mon, 21 July 2008 05:12HeavyX101 wrote on Mon, 21 July 2008 00:32cursor_arrow.dds

That is the one i used, and i edted it and it chaged alittle bit, but the shape is still the old one.

It's called alpha channel.

Told ya it wasn't a .w3d

Subject: Re: Cursor W3D files.

Posted by [cnc95fan](#) on Mon, 21 Jul 2008 14:41:53 GMT

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Obviosuly it is a sprite.

Subject: Re: Cursor W3D files.

Posted by [HeavyX101- Left](#) on Mon, 21 Jul 2008 14:51:09 GMT

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Omar007 wrote on Mon, 21 July 2008 06:07 Learn to mod dude . (finaly i can pay you back)
Dude, you cant even model.
And, i will try to find a way to do it. Thanks guys.
Omar, your a fail.

Subject: Re: Cursor W3D files.
Posted by [HeavyX101- Left](#) on Mon, 21 Jul 2008 16:49:08 GMT
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Oh yes, it is the Alpha 1 channel.
Thanks Saberhawk!
