## Subject: File name please
Posted by ChewML on Sun, 01 Mar 2009 17:00:38 GMT

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What is the DDS file name for the burn mark tank shells leave?

Toggle Spoiler

File Attachments
1) shellmark.jpg, downloaded 680 times

ChewML

200
200

**Subject: Re: File name please**
Posted by _SSnipe_ on Sun, 01 Mar 2009 17:17:29 GMT
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Hell if that is a skin I want it to! but I dont think it is? Iv looked thru always .dat tons of times during the day but never seen anything like that

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**Subject: Re: File name please**
Posted by ChewML on Sun, 01 Mar 2009 17:19:48 GMT
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I figure it is a DDS just like the bullet holes and scorch marks.
I just went through the XCC mixer but I didn't see it. Hopefully I just overlooked it.

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**Subject: Re: File name please**
Posted by Di3HardNL on Sun, 01 Mar 2009 17:31:17 GMT
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Yes it is a .dds, i edited it once. Im searching the filename now.

---

**Subject: Re: File name please**
Posted by _SSnipe_ on Sun, 01 Mar 2009 17:35:43 GMT
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Di3HardNL wrote on Sun, 01 March 2009 09:31Yes it is a .dds, i edited it once. Im searching the filename now.
ooo Im love this...

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**Subject: Re: File name please**
Posted by ErroR on Sun, 01 Mar 2009 17:36:05 GMT
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can't find it either :S

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**Subject: Re: File name please**
Posted by Di3HardNL on Sun, 01 Mar 2009 17:51:23 GMT
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Found it.

d_smdirt2.dds

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It has an alpha channel which you can edit so save as DXT5

---

## Subject: Re: File name please
Posted by ChewML on Sun, 01 Mar 2009 18:00:43 GMT

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Di3HardNL wrote on Sun, 01 March 2009 18:51Found it.

d_smdirt2.dds

It has an alpha channel which you can edit so save as DXT5

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## Subject: Re: File name please
Posted by Di3HardNL on Sun, 01 Mar 2009 18:17:33 GMT

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I changed the original burn marks to cracks,

check ss

File Attachments
1) Screenshot4833.jpg, downloaded 343 times

200

116

Subject: Re: File name please
Posted by ChewML on Sun, 01 Mar 2009 18:25:15 GMT
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That is awesome looking.

Did you ever release it?

Subject: Re: File name please
Posted by Di3HardNL on Sun, 01 Mar 2009 18:48:35 GMT
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no i just made it
I'l make a small topic in mod release section

Subject: Re: File name please
Posted by DutchNeon on Sun, 01 Mar 2009 19:16:27 GMT
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Di3HardNL wrote on Sun, 01 March 2009 19:17I changed the original burn marks to cracks,

check ss

Hmm, what hud_main.dds are you using?

Encircled with paint:


I have tried to fix the faction icons for the default HUD, but I kinda failed with it, and never bothered it again.

Subject: Re: File name please
Posted by Di3HardNL on Sun, 01 Mar 2009 19:20:50 GMT
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I use a hud which scrin made for me

Subject: Re: File name please
Posted by DutchNeon on Sun, 01 Mar 2009 19:29:01 GMT

Would it be possible to release the two icons (NOD and GDI), which are shown if you target at friendly/enemy Buildings,Vehicles and Infantry?