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Subject: Is it possible to make building skins?

Posted by [Matt2405](#) on Wed, 29 Oct 2003 11:25:11 GMT

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I am making a map, a new type of map with different soldiers and skins.

It is a map based on "the plot erupts" (mission 6) but with there being different soldier skins, to make it perfect I need to make some building skins aswell, the question is, is it possible? ?

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Subject: Is it possible to make building skins?

Posted by [boma57](#) on Wed, 29 Oct 2003 12:14:18 GMT

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You can find the different textures and change them, but you can't edit the actual model of the structure without opening the map in GMax and doing it

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Subject: Is it possible to make building skins?

Posted by [Matt2405](#) on Wed, 29 Oct 2003 12:17:27 GMT

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Thx for the info, all i want to do is edit the colours really and make it match with the soldiers and tanks, oh yeah one more question, can you change the colour of the obelisk beam? If u can, can you tell me how please?

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