
Subject: Question regarding the Purchase icons
Posted by [flyingfox](#) on Thu, 05 May 2005 13:58:48 GMT
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you can't make or replace a skin, they grow on animals and humans are born with them.

textures on the other hand; to make a texture you must use adobe's photoshop, jasc's paint shop pro or anything that can save a file in dds format. those two are good because you can make good looking textures with them as well as save them in dds.

to make a texture for a westwood model, you must first extract the texture from always.dat. you then open the texture in the appropriate package and modify the parts on it. when you change a part of it, like the arm or head, you only do one half. the game textures the other half with your first half texture.
