
Subject: Question regarding the Purchase icons
Posted by [Spice](#) on Fri, 06 May 2005 06:11:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here...a step by step instructional on how to edit a texture from the renegade game.

First get a program called XCC Mixer. It can be found here:
http://commandandconquer.filefront.com/file/XCC_Mixer;31304

Extract it to anywhere. (I recommend you make a folder for it to extract into.) Your desktop will do.
Now run the XCC Mixer.exe file.

Give it a few minutes to load if it doesn't start up immediately, it's scanning your harddrive. Go to the location `#:westwood/renegade/data` assuming you installed renegade to the default directory. Look for the file `always.dat` and double click it and give it a second to load if it doesn't load right away.

Now sort by file type and browse to the DDS format files. Look around in them. These are the majority of the texture files renegade uses. I'm just going to grab the `pwr_pct_master.dds` files. This is the screen the power plant uses on the purchase terminals.

Now pull open the side bar:

Browse to where you want your file. I will choose `C:/documents and settings/owner/desktop` as mine. It will send it to my desktop. Right click and hit copy as TGA. It will be on your desktop now. Open it with photoshop or whatever you want and edit it however you want. After you are done save it as a 24-bit TGA file in your `renegade/data` folder.

You can save it as a DDS file if you have the nvidia DXT tools. TGA will work though. Make sure you save it as a 24-bit TGA file or the texture will appear all blurry and distorted in-game.

Congratulations! You have made your first renegade custom texture. If you have any problems email me at: DeathAX@hotmail.com
