
Subject: Re: Need help for making new vehicles
Posted by [Omar007](#) on Tue, 12 Aug 2008 18:52:40 GMT
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Slammer59 wrote on Tue, 12 August 2008 20:15 Yes, thats my next problem to solve:
- i managed to convert the w3d original models into gmax but not the textures (skins), how do i solve that?
ive also found all textures in allways.dat but they are in the *.dds format, how do i convert the textures into tga format??
anyone??
thanks in advance

To use the textures: Simply put the textures in the same place as the W3D or GMAX file.
To convert the *.dds to *.tga i should use DDS Converter 2 or IrfanView or download a DDS plugin for Photoshop (don't actually know if that works both ways (read/save or only save))
