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Subject: the d\_tk\_\* textures

Posted by [jonwil](#) on Sun, 18 Apr 2004 13:45:42 GMT

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in always.dat, there are textures called d\_tk\_\*.dds

I believe they were supposed to be drawn when vehicles drive around on some surfaces.

I believe that by editing surfaceeffects.ini, you could make them work.

Anyone wanna have a go or something?

[/url]

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Subject: the d\_tk\_\* textures

Posted by [Deactivated](#) on Sun, 18 Apr 2004 14:39:58 GMT

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They don't work.

The Decal0= setting is simply ignored on Rolling and Sliding.

Also, the Sound0= setting works only on Wheel.

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Subject: the d\_tk\_\* textures

Posted by [jonwil](#) on Sun, 18 Apr 2004 14:45:51 GMT

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damn

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Subject: the d\_tk\_\* textures

Posted by [Dante](#) on Thu, 22 Apr 2004 06:03:19 GMT

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was simple tread on ground textures, removed to meet min requirements...

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