

---

Subject: stealth

Posted by [LR01](#) on Wed, 02 Aug 2006 15:58:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, I'm looking for stealth\_effect.tga

I cant find it anywhere, can somebody plz tell me where to find it?

---

---

Subject: Re: stealth

Posted by [danpaul88](#) on Wed, 02 Aug 2006 16:11:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

try looking for stealth\_effect.dds, most of the files in always.dat are in .dds format

---

---

Subject: Re: stealth

Posted by [LR01](#) on Wed, 02 Aug 2006 16:30:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Uhm... Yes

I found that 1 already, but I can't skin something with that

---

---

Subject: Re: stealth

Posted by [YSLMuffins](#) on Wed, 02 Aug 2006 16:51:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can use XCC Mixer to convert the .dds into .tga.

---

---

Subject: Re: stealth

Posted by [LR01](#) on Wed, 02 Aug 2006 17:09:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

can I?

cool

it worked, didn't know this...

Ty

---

---

Subject: Re: stealth

Posted by [CarrierII](#) on Wed, 02 Aug 2006 20:30:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Bleh

I was gonna say that the stealth effect is stealth\_effect.dds but I was beaten to it. Good luck!

---

---

Subject: Re: stealth

Posted by [CodedRiceCracker](#) on Wed, 02 Aug 2006 21:38:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Beaten by a mere 4 hours. close one.

---

---

Subject: Re: stealth

Posted by [Veyrdite](#) on Sat, 12 Aug 2006 03:39:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

how the heck do you get the stealth to move at a different speed?

---

---

Subject: Re: stealth

Posted by [LR01](#) on Sat, 12 Aug 2006 07:38:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

VPerSec=0.01 (default I thought)  
higher the nummer  
and if you want it for tank (like the Stealth tank)

dunno

---