Subject: Settings skins for each map
Posted by Gen_Blacky on Fri, 07 Mar 2008 01:37:25 GMT
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Is it possible to set a skin for every map ?

Like lets say 2 maps use l03_lvrock.dds you have 2 different l03_lvrock.dds. Can you make it so the one map loads one and other map loads the other ?

Subject: Re: Settings skins for each map
Posted by BlueThen on Fri, 07 Mar 2008 01:43:01 GMT
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Why not using different names for each skin?

Subject: Re: Settings skins for each map
Posted by Gen_Blacky on Fri, 07 Mar 2008 01:44:38 GMT
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skinning original Westwood maps

Subject: Re: Settings skins for each map
Posted by Genesis2001 on Fri, 07 Mar 2008 03:38:06 GMT
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Simple fix that was mentioned by Jerad2142 sometime in this forum. (I think it was him [img=images/smiley_icons/icon_razz.gif]Razz[/img])

Simply put the skins inside the maps you want to use them on. [img=images/smiley_icons/icon_wink.gif]Wink[/img]

~Zack

Subject: Re: Settings skins for each map
Posted by Gen_Blacky on Fri, 07 Mar 2008 18:51:30 GMT
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I tried that but they didn't load unless they where in data folder.

Subject: Re: Settings skins for each map
Posted by mrÃ£Ã§Ã·z on Fri, 07 Mar 2008 20:37:52 GMT
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You need to put the Skin in the .mix map, and maybe you need to
change the Skins in LE

Subject: Re: Settings skins for each map
Posted by Gen_Blacky on Fri, 07 Mar 2008 22:06:37 GMT
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did that , if i changed the textures name would they still be server side/client side.

Subject: Re: Settings skins for each map
Posted by mrÃ£Ã§Ã·z on Fri, 07 Mar 2008 23:59:29 GMT
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No they will be not Serverside!

Subject: Re: Settings skins for each map
Posted by saberhawk on Sat, 08 Mar 2008 02:27:20 GMT
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If something is in the always.dat it can't be overriden by something in a map...

Subject: Re: Settings skins for each map
Posted by _SSnipe_ on Sat, 08 Mar 2008 03:07:29 GMT
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once u find this out tell me iv been trying to do the same thing/./.

Subject: Re: Settings skins for each map
Posted by Gen_Blacky on Sat, 08 Mar 2008 05:52:58 GMT
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Saberhawk wrote on Fri, 07 March 2008 20:27If something is in the always.dat it can't be
overriden by something in a map...

Exactly

Subject: Re: Settings skins for each map
Posted by _SSnipe_ on Sat, 08 Mar 2008 07:07:58 GMT
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so any other words......not possible?

Subject: Re: Settings skins for each map
Posted by Gen_Blacky on Sat, 08 Mar 2008 07:30:22 GMT
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i was hoping some one would code something for this but idk if you have to edit client or what.

Subject: Re: Settings skins for each map
Posted by _SSnipe_ on Sat, 08 Mar 2008 20:30:01 GMT
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Gen_Blacky wrote on Fri, 07 March 2008 23:30i was hoping some one would code something for this but idk if you have to edit client or what.
ya i want it to!

Subject: Re: Settings skins for each map
Posted by Gen_Blacky on Sun, 09 Mar 2008 05:28:40 GMT
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I found a away around it but its a long process. you can hex edit the map and change the texture name.

Subject: Re: Settings skins for each map
Posted by _SSnipe_ on Sun, 09 Mar 2008 07:38:40 GMT
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give me some more info..id fucking love diffrent skins per map.....