

---

Subject: File name please

Posted by [ChewML](#) on Sun, 01 Mar 2009 17:00:38 GMT

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

---

What is the DDS file name for the burn mark tank shells leave?

Toggle Spoiler

---

### File Attachments

1) [shellmark.jpg](#), downloaded 395 times

---

Host: LONDON269 is loading the map to join the game.  
LONDON269 has joined the game, fighting for Team GDI  
GDI Power Plant under attack.  
Lil-Toy-Man has joined the game, fighting for Team GDI  
~~jointon killed their self~~



200  
200

Subject: Re: File name please  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Mar 2009 17:17:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hell if that is a skin I want it to! but I dont think it is? Iv looked thru always .dat tons of times during the day but never seen anything like that

---

---

Subject: Re: File name please  
Posted by [ChewML](#) on Sun, 01 Mar 2009 17:19:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I figure it is a DDS just like the bullet holes and scorch marks.  
I just went through the XCC mixer but I didn't see it. Hopefully I just overlooked it.

---

---

Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 17:31:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes it is a .dds, i edited it once. Im searching the filename now.

---

---

Subject: Re: File name please  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Mar 2009 17:35:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Sun, 01 March 2009 09:31 Yes it is a .dds, i edited it once. Im searching the filename now.  
ooo Im love this...

---

---

Subject: Re: File name please  
Posted by [ErroR](#) on Sun, 01 Mar 2009 17:36:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

can't find it either :S

---

---

Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 17:51:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Found it.

d\_smdirt2.dds

It has an alpha channel which you can edit so save as DXT5

---

---

Subject: Re: File name please  
Posted by [ChewML](#) on Sun, 01 Mar 2009 18:00:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Sun, 01 March 2009 18:51 Found it.

d\_smdirt2.dds

It has an alpha channel which you can edit so save as DXT5

---

---

Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 18:17:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I changed the original burn marks to cracks,

check ss

---

#### File Attachments

1) [Screenshot4833.jpg](#), downloaded 175 times

---





Airstrip



200

116

Credits: 595  
Time Remaining

Subject: Re: File name please  
Posted by [ChewML](#) on Sun, 01 Mar 2009 18:25:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That is awesome looking.

Did you ever release it?

---

---

Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 18:48:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

no i just made it  
I'll make a small topic in mod release section

---

---

Subject: Re: File name please  
Posted by [DutchNeon](#) on Sun, 01 Mar 2009 19:16:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Sun, 01 March 2009 19:17 I changed the original burn marks to cracks,  
check ss

Hmm, what hud\_main.dds are you using?

Encircled with paint:

I have tried to fix the faction icons for the default HUD, but I kinda failed with it, and never bothered it again.

---

---

Subject: Re: File name please  
Posted by [Di3HardNL](#) on Sun, 01 Mar 2009 19:20:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I use a hud which scrin made for me

---

---

Subject: Re: File name please  
Posted by [DutchNeon](#) on Sun, 01 Mar 2009 19:29:01 GMT

Would it be possible to release the two icons (NOD and GDI), which are shown if you target at friendly/enemy Buildings, Vehicles and Infantry?

---