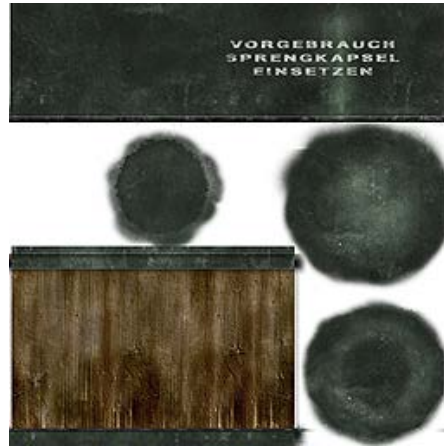
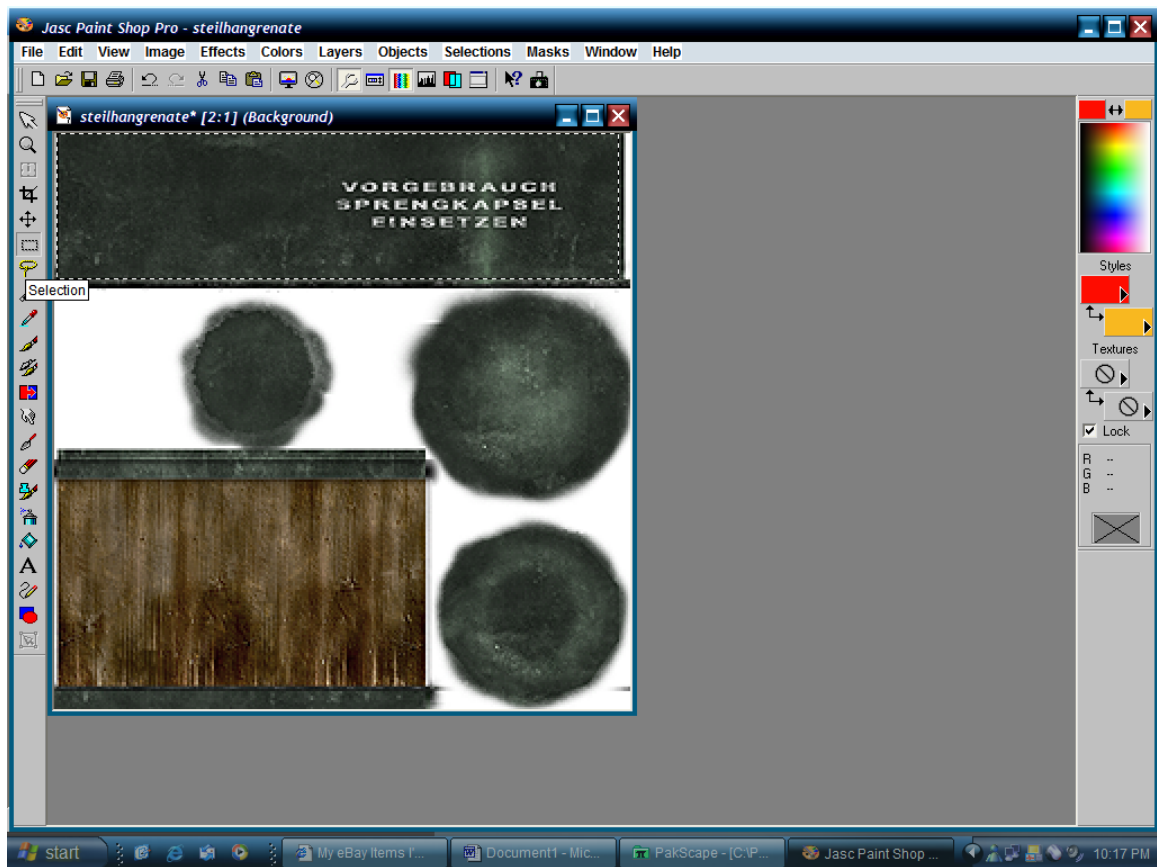


Nade Tutorial (using psp)

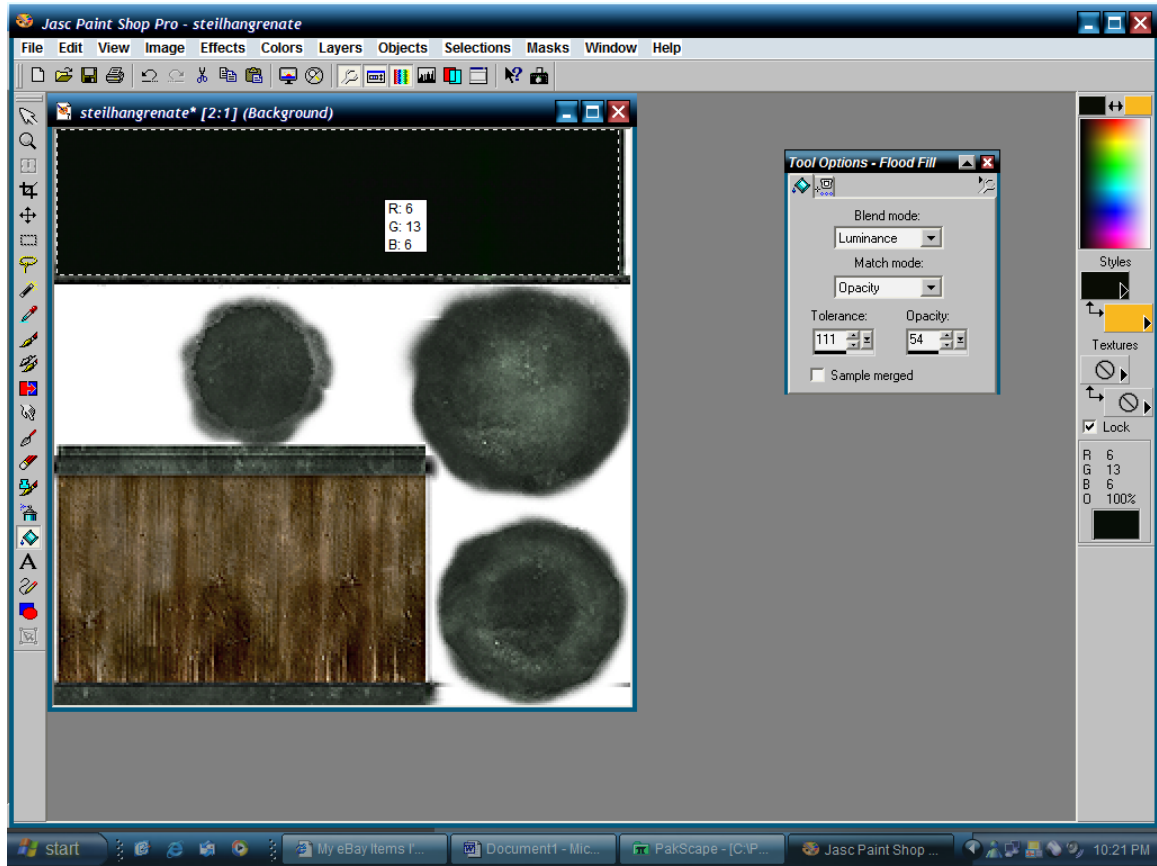
- ✚ The first thing you will need to do is open pack2/textures/models/weapons (in mohaa "main" folder) and look for the m2grenade and p_masher files. Within these files are the allies and axis .tga nades.
- ✚ Save both of the .tga files onto your computer.
- ✚ Now open one of the files. I will use the steilhangrenate (axis) as an example. It should look something like this...



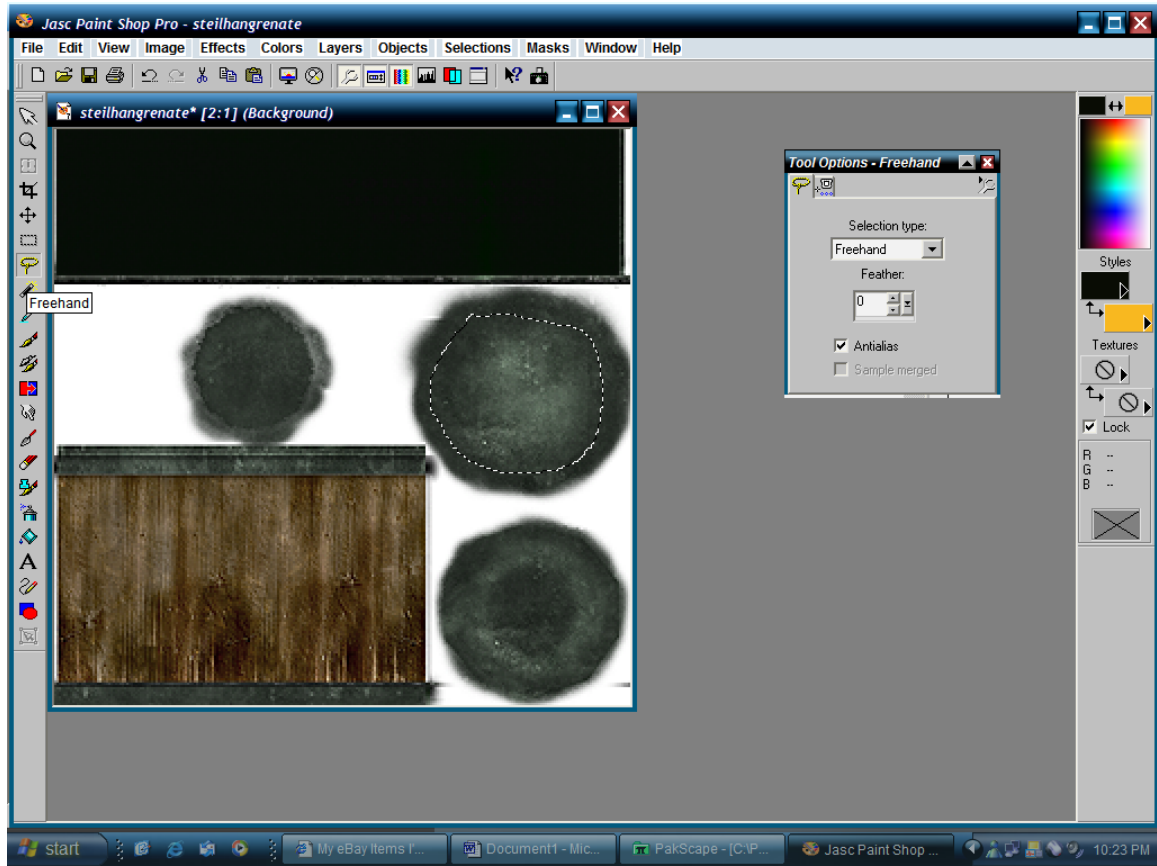
- ✚ Now you are ready to edit the image and add effects. The first thing I did was to paint over the image with black, but you can experiment with different options.



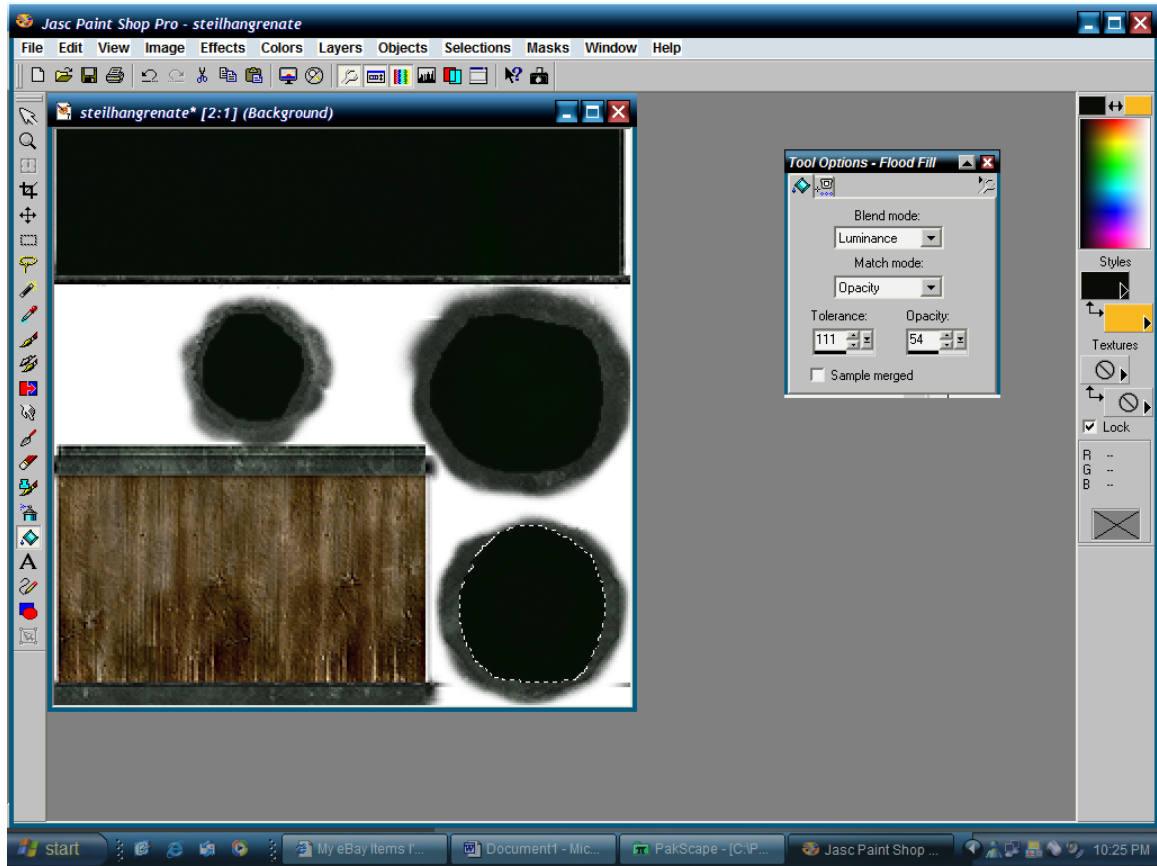
- ✚ Use the tool that is selected in the above pic, highlight the area you would like to edit.
- ✚ Next select the fill tool and pick a color you would like to use.



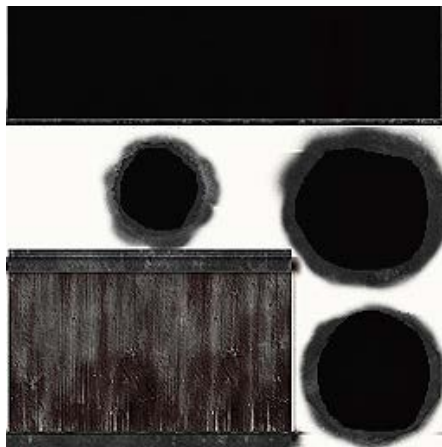
You can see I filled in the top part completely black. Now I would also like to fill in the Butt, Top, and the other green areas of the nade black.



- I first use the freehand tool and create a small circle around the area.
- I then use the fill effect and fill the area in with black.



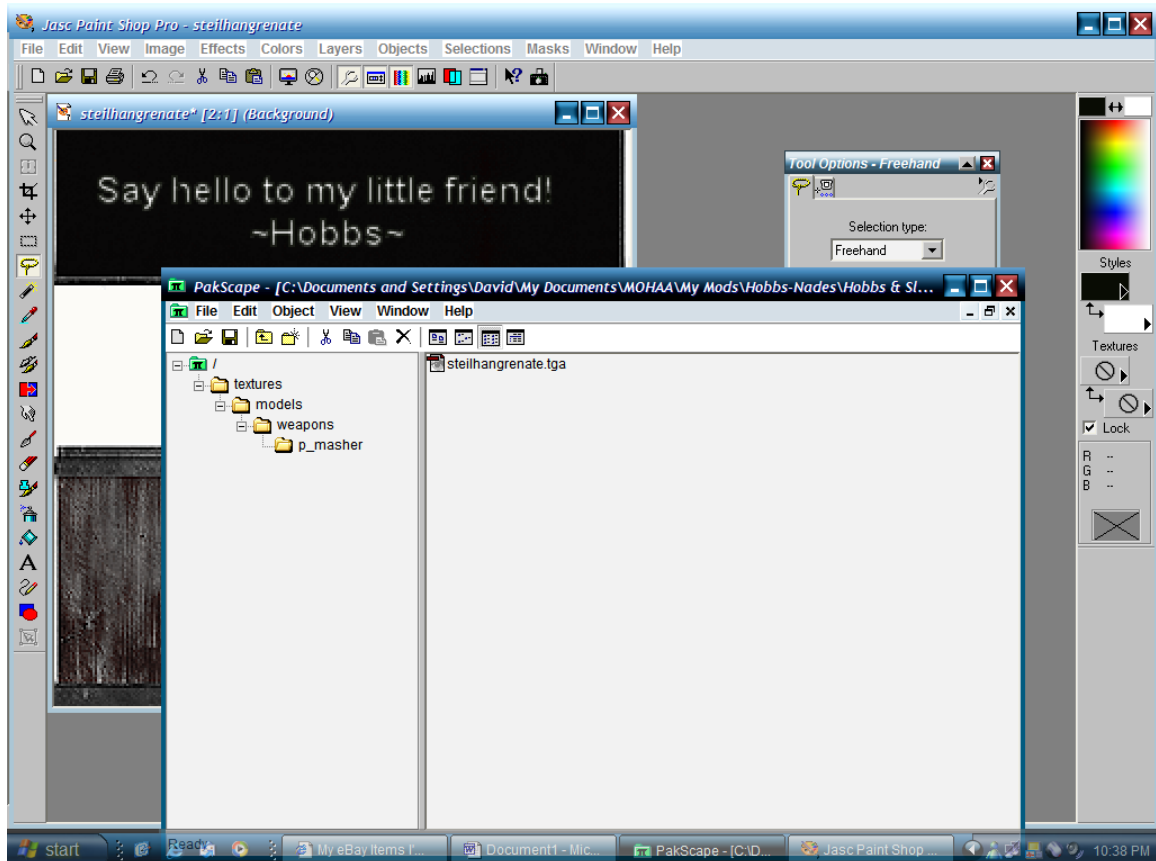
Now you can also experiment with the effects tab...Here's one I used called aged newspaper.



After you are done with the effects add your image or text to the nade.



- ✚ Now save the file as steilhangrenate.tga
- ✚ Next you will need to create a .pk3 file from this image. I use pakscape, but you can create a folder and add the following folders inside it... textures/models/weapons/p_masher (axis) or m2grenade (allies) and put the .tga inside.
- ✚ Zip it all up and save it as a .pk3 file. (make sure you save it as user-whatever) ex. User-Hobbs_Nades



- ✚ Your done...Here's an example of one I did...



Good Luck!!!!!!

Hobbs

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