

Skinning

What we are going to do:

Hehe, going to make a skin for your characters! Do everything I say, how I say it, it is very important to "copy" and "paste" right!

Get Going!

Okay, 1st think of who you want to edit, I am going to edit the "Pilot" skin in this tut!

Okay, open Pakscape and then open the file "pak2.pk3".

Go the the directory "textures" "models" "human" "usmaps" "pilot":

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Great, see the file "[pilot_top.tga](#)" we are going to edit that, it is his jacket! So, right click on it and go to Copy. Then go to your desktop and make a folder named "textures" and in there, make a folder named "models" and in there, make a folder named "human" and in there, make a folder named "usmaps" and in there, make a folder named "pilot" and in there, right click and go to paste. So you paste the jacket in there. Great!

Next, open Pakscape and open the file "pak0.pk3"

Go to "scipts" and select this file "[allied_pilot.shader](#)"

Great, right click it and go to copy, then go to your desktop and make a folder named "scripts" and then paste that file in there!

Super. Now open Pakscape and open the file "pak0.pk3".

Go to "model" "player", and highlight the 2 files "[allied_Pilot.tik](#)" & "[allied_Pilot_fps.tik](#)"

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Great, right click on those 2 files and go to copy.

Go to the desktop and make a folder named "model" "player" and then paste those 2 files in there!

Super!

Now let's start to make the skin!

Open up the file "**pilot_top.tga**" that is on your desktop folders, and open it w/photoshop! A jacket will come up, and place something on them. Hopefully you all know what a jacket looks like, don't have to show you how to edit it!

Anyways, here is what mine looks like:

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Super, save it as "whatever you want.tga" like mine is "**nemesis.tga**" and that is what I will be using! Okay! Oh, a lil window will pop up asking what bit to save it as, choose 32!

Great, Oh, and save it in the directory you made on your desktop:
textures/models/human/usmaps/pilot

Great! Now delete the file "**pilot_top.tga**" that you copied, so all you have now is the "nemesis.tga" file in the pilot folder!

Great, now open the file "**allied_pilot.shader**" ((the one on the right!))) But make the changes to the right, the **blue** ones, **green** just describes. And all the **red**, just delete it!

pilot_top	shirt <---Name it whatever you want.
{	{
qer_editorimage	qer_editorimage
textures/models/human/usmaps/pilot/pilot_top	textures/models/human/usmaps/pilot/nemesis.t
.tga	ga <--the path where our .tga file is
{	{
map	map
textures/models/human/usmaps/pilot/pilot_top	textures/models/human/usmaps/pilot/nemesis.t
.tga	ga<--the path where our .tga file is
rgbGen lightingSpherical	rgbGen lightingSpherical
}	}
}	}
pilot_pants	pilot_pants
{	{
qer_editorimage	qer_editorimage
textures/models/human/usmaps/pilot/pilot_p	textures/models/human/usmaps/pilot/pilot_pa
nts.tga	nts.tga
{	{
map	map
textures/models/human/usmaps/pilot/pilot_p	textures/models/human/usmaps/pilot/pilot_pa
nts.tga	nts.tga
rgbGen lightingSpherical	rgbGen lightingSpherical
}	}
}	}

<pre> cull_pilot_pants { qer_editorimage textures/models/human/usmaps/pilot/pilot_pants.tga cull none { map textures/models/human/usmaps/pilot/pilot_pants.tga rgbGen lightingSpherical } } pilot_hat { qer_editorimage textures/models/human/usmaps/pilot/pilot_hat.tga { map textures/models/human/usmaps/pilot/pilot_hat.tga rgbGen lightingSpherical } } </pre>	<pre> cull_pilot_pants { qer_editorimage textures/models/human/usmaps/pilot/pilot_pants.tga cull none { map textures/models/human/usmaps/pilot/pilot_pants.tga rgbGen lightingSpherical } } pilot_hat { qer_editorimage textures/models/human/usmaps/pilot/pilot_hat.tga { map textures/models/human/usmaps/pilot/pilot_hat.tga rgbGen lightingSpherical } } </pre>
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Good, now save it as "**allied_nemesis.shader**" or "**axis_nemesis.shader**" if you want it to be an axis skin! But I am making an allied skin!

Good. Put it in the folder we made "**scripts**" on your desktop!

Super, that is done.

Now just rename the file "**allied_Pilot.fps.tik**" to "**allied_nemesis_fps.tik**" k, thats all for that! Keep it in the folder model/player.

Great, now open the file "**allied_Pilot.tik**" (the one on the left) and make the changes to it, as seen on the right! Same rules apply as above.

<pre> TIKI setup { path models/human/allied_pilot skelmodel allied_pilot.skd </pre>	<pre> TIKI setup { path models/human/allied_pilot skelmodel allied_pilot.skd </pre>
---	---

```

surface pants shader pilot_pants
surface coat shader pilot_top
surface cullpants shader
cull_pilot_pants

// $include
models/human/heads/us_old_heads.tik
path models/human/heads
skelmodel head1.skd
surface head shader us_j

path models/human/hands
skelmodel hand.skd
surface hand shader handsnew
}

//
// define what folder to get specific
sound from for the player model
//
$define pulloutdir
sound/weapons/pullout

init
{
client
{
// Cache sounds here
}
server
{
voicetype pilot // set the voicetype to
use for multiplayer instant messaging
}
}

//
// include the base player model
definition
//
$include models/player/base/include.txt

// need to indicate the end of the tiki
file because we have a tiki command at
the end
//end

```

```

surface pants shader pilot_pants
surface coat shader shirt <---Name
that you named your
"allied_pilot.shader" at the top,
remember!
surface cullpants shader
cull_pilot_pants

// $include
models/human/heads/us_old_heads.tik
path models/human/heads
skelmodel head1.skd
surface head shader us_j

path models/human/hands
skelmodel hand.skd
surface hand shader handsnew
}

//
// define what folder to get specific
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//
// include the base player model
definition
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$include
models/player/base/include.txt

```

```
// need to indicate the end of the tiki  
file because we have a tiki command  
at the end  
//end
```

Great, now save it as "**allied_nemesis.tik**" in the model/player folder, and delete the file "**allied_Pilot.tik**" okay. Great!

Now use Packscape to pack your file, put the "textures" folder in and the "models" folder, and the "script" folder in, the ones we made! Should look like this:

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Great! now save it as "**user-foxnemesis.pk3**" or whatever you want, as long as it is "**user-bla bla bla.tga**"

And place it in the mohaa/main folder!

Thats it guys! good luck!

