

## **Skinning**

### **What we are going to do:**

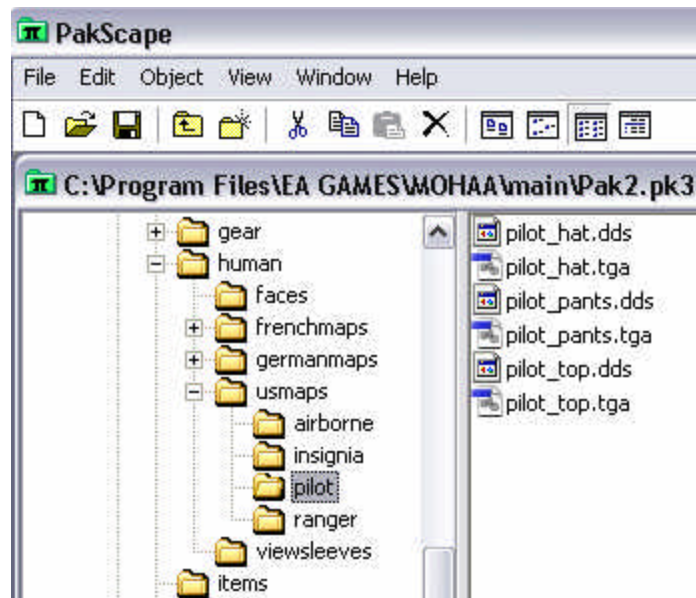
Hehe, going to make a skin for your characters! Do everything I say, how I say it, it is very important "copy" and "paste" right!

**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 to the directory "textures" "models" "human" "usmaps" "pilot":



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 there, make a folder named "pilot" and in there, right click and go to paste. So you paste the jacket in there!  
Great!

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

Go to "scripts" 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!

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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**"



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!

