

modding player skins or creating player skins is the best way to begin learning how to modify mohaa. it's very simple and usually consists only of changing a couple lines of script and/or a couple images. however, you're going to make mistakes. simple ones and it's the simple ones that make a mod not work. always double check yourself, tripple check when scripting. 99% of your mistakes not allowing you to see your modification are because of simple script errors.

tools you will need:

1. pakscape - simple compression/extraction program; no install it just sits wherever you want it, click on the icon to run it. needed because it can read quake pk3 files.
2. wordpad (or any text reader) - needed to view scripts (remember you will have to change files of type to all frequently).
3. image/photo editor - does not have to be photoshop, can be any image editing program , paint will work though it has almost no options

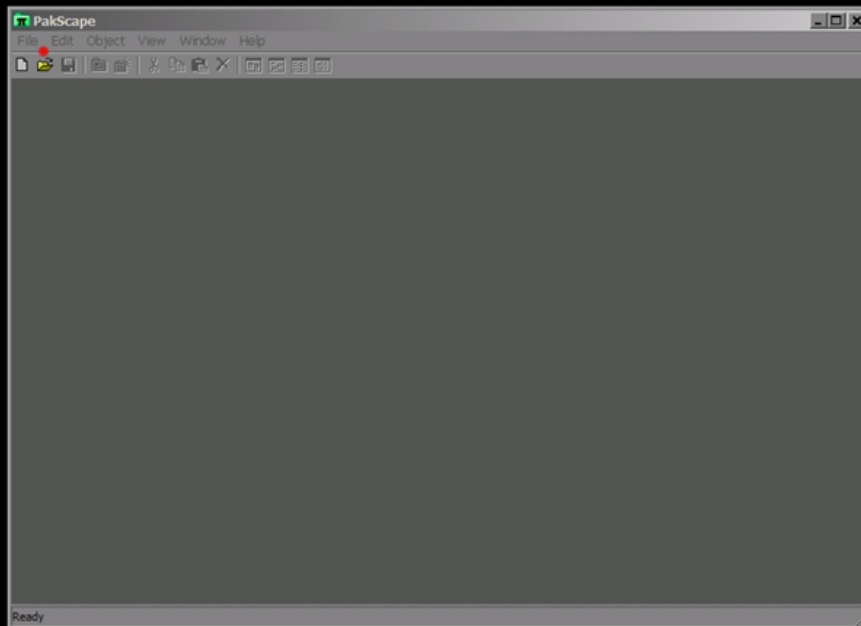
other than changing the colors and adding text. however, must be able to read .tga files.

**** it's a good idea to create a shortcut from c:/program files/ea games/mohaa/main to somewhere that's is easier to access.

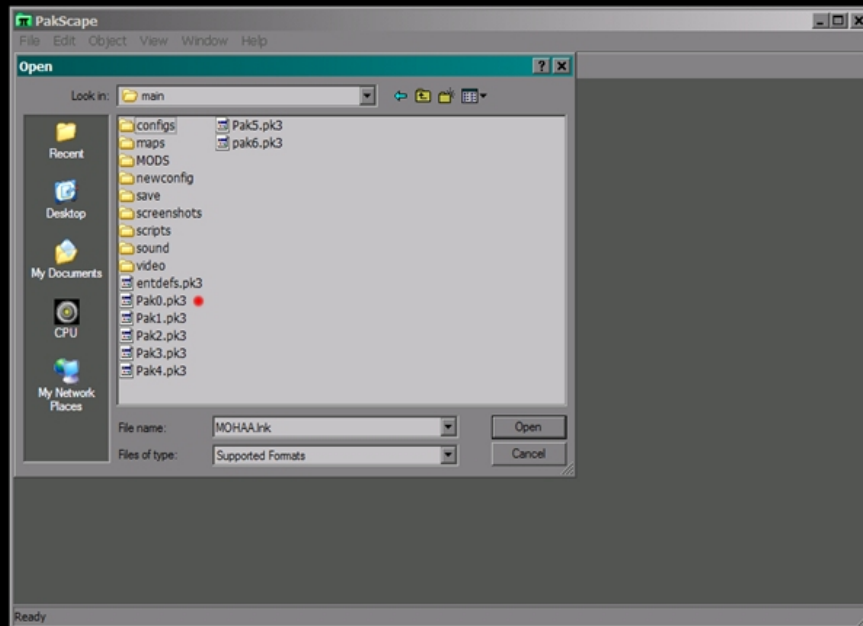
getting started:

the german_worker skin will be used in this example because it's a great skin to customize and has only three textures.

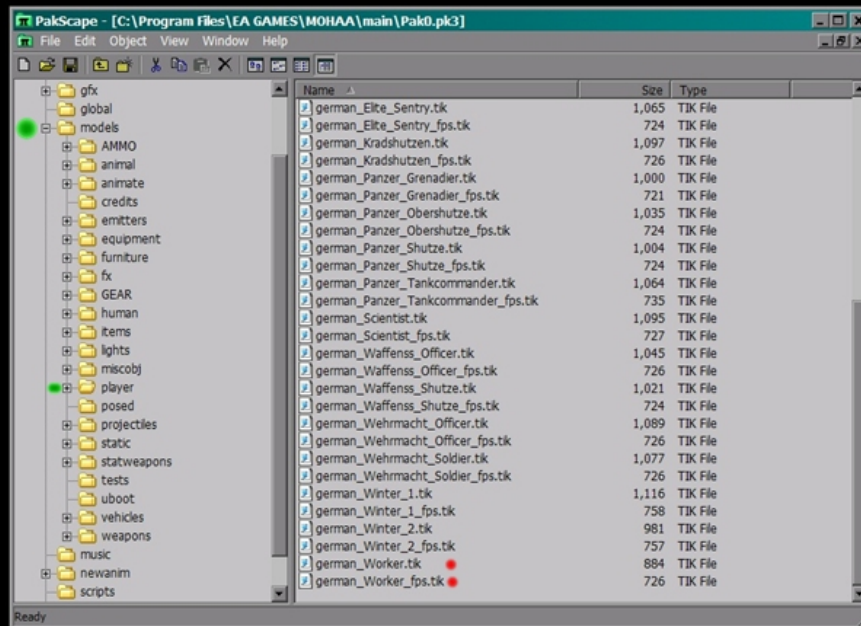
1. click on the pakscape icon. you will see this....



you'll freak at first if you've never used pakscape because it looks like
it
isn't fully loaded yet. don't freak too bad, pakscape hasn't been told
where to browse yet. click on the "open folder/browse" icon on the top
left.
now you can view the pak files in your mohaa/main folder/directory.
click
on the pak0.pk3 file (marked with red dot).



the directories are listed on the left. you want to scroll down to "models", click on "models" then scroll to "player" (both marked in green). to your right you will see all the MP player tik files. each player model has two tik files; one for your view (skin_name_fps.tik) and one for the view everyone else sees (skin_name.tik). for this tut, find the german_worker.tik & the german_worker_fps.tik (at the bottom of the list on the right, marked in image in red) and drag them to your desktop or work area.



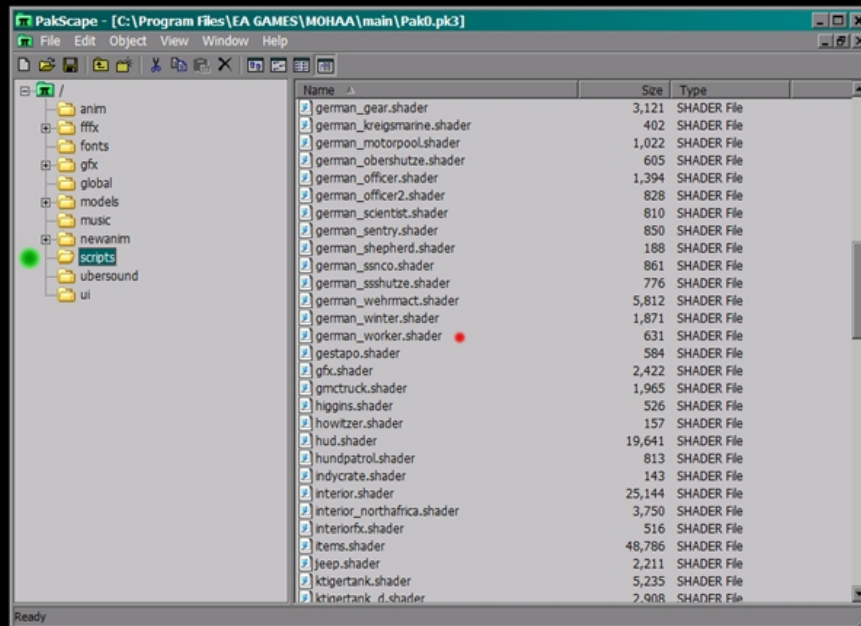
find the "scripts" directory on the left side of pakscape (marked in green).

click on the folder. on the left side of pakscape, find the german_worker.shader (marked in red). drag it to your desktop/workspace. this script tells the engine what images to use where

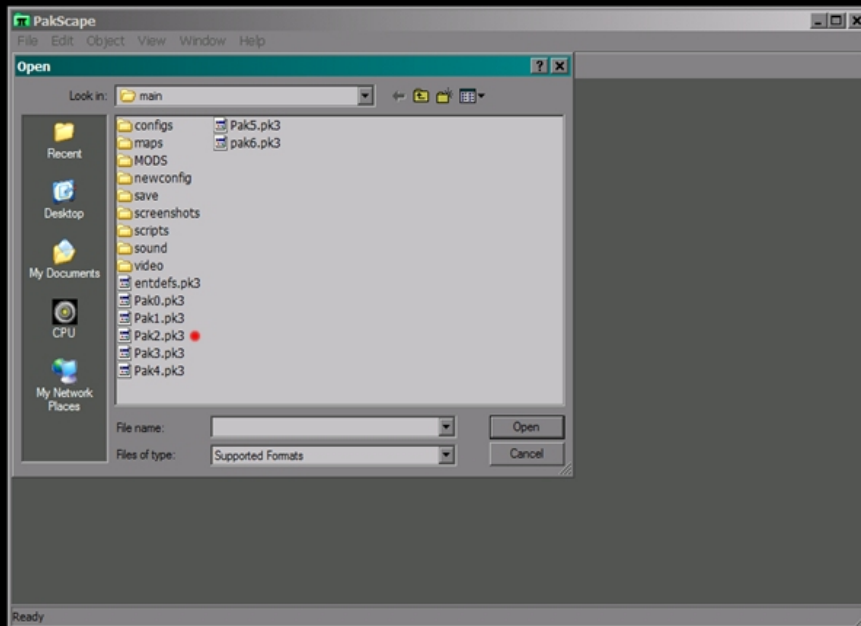
as instructed by the .tik files (it does more but why get lost now ?).

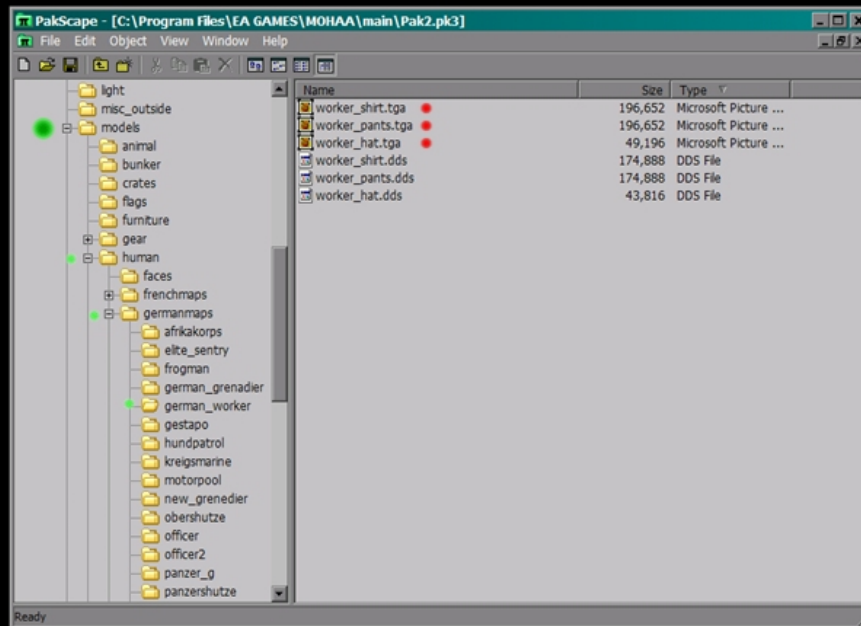
close

pak0.pk3 by clicking on the X .



click the open folder/directory in the upper left again, this time click on pak2.pk3 (marked with red). this pak holds the majority of the textures/images used in the game. scroll to the "models" directory/folder (marked in green) . click on it. scroll to "human" (marked in green). scroll to "germanmaps" (marked in green). click on it. scroll to "german_worker" (marked in green).





click on it. to your right you should see three images:

1. worker_shirt.tga
2. worker_pants.tga
3. worker_hat.tga (not used here)

drag "worker_shirt.tga" & "worker_pants.tga" to your desktop/workarea.

these are two of the three textures/images you will change for your modified skin (the third is a face texture that you can backtrack through

the directory to the faces folder , simply click on the germanmaps folder

and above it, click on the faces folder. the german_worker uses "bensonazi", drag this to your desktop/workarea)



worker_pants.tga



worker_shirt.tga



bensonazi.tga

customizing the textures

open each texture in whatever image editing program you are planning to use. here is where you will make a default skin, 'your skin'. there are endless things you can do to visually change the look of the skin, only your imagination limits these changes. for this tut, i'm simply adding a mask to the face texture and a piece of text to the shirt texture (# 5). the pants texture , i'm leaving alone.



saving the customized textures

99% of the time you can simply save the new custom textures as .jpg files.

if (and this will come later) however, the skin uses an alpha layer, you'll

need to save the texture as a .tga file. the good thing is, you will not have to change the file extension in any of the scripts (you can, but you

do not have to). note: only .tga and .jpg extensions are used by mohaa/quake.

scripting your skin

this is the pain in the neck part. it's simple but mistakes will cost you so

take your time and double/tripple check your coding. 99% of the time you are simply going to replace a line of code with a new extension,directory or file name. it all boils down to you telling the engine

everything's the same as when you installed the game, you're just swapping out pictures. <---very layman terms.

here goes...

go to your workarea/desktop. note: i have my operating system set up to

read certain text files as .txt files if i double click on them (ie. the icon for

these files has the notepad icon). if you do not, simply run notepad, change the "files of type" to all and then click on your script. here on out,

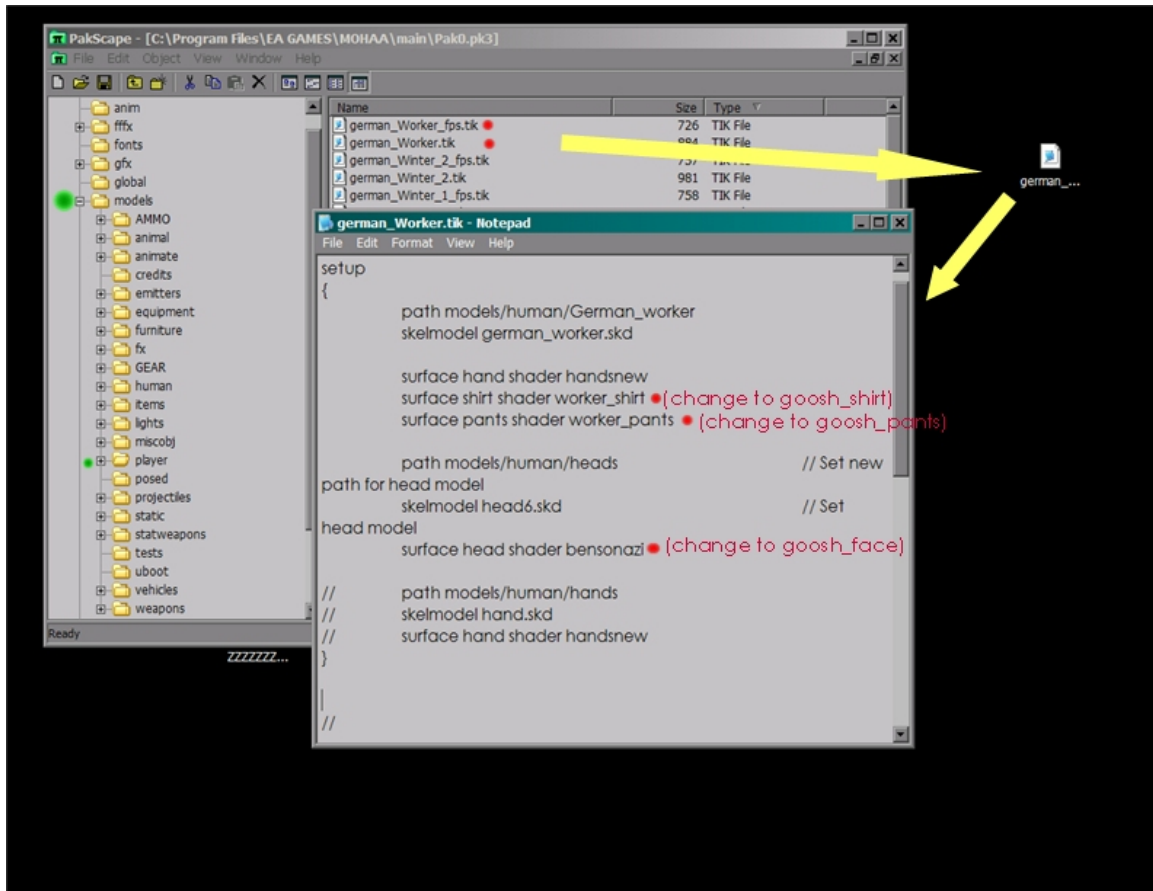
i'll simply say "open the _____ file".

open the "german_worker.tik" file. layman's terms: this file basically tells

the engine about the model, it's aspects and mannerisms, etc. for custom modding, we are only concerned right now with the upper section where the engine is told what shaders to use for each part of the

model/skin. in this tut and with this .tik file we only need to change:

1. shader worker_shirt (change to text in red; no file extension !)
2. shader worker_pants (change to text in red; no file extension !)
3. shader bensonazi (change to text in red; no file extension !)



the .tik file's name assigns which team and/or army the skin will be on.

VERY IMPORTANT: the first word in any custom skin's .tik file must always be either 'american', 'allied', 'german' or 'axis' ('user' is also used but that's

later). if you create a custom skin and cannot see it in the multiplayer skin

menu, this is where you'll check first for mistakes.

click on file (upper left corner) click on "save as" (NOT "save" !) switch

"save as type" to "all" . now give your .tik file a name (REMEMBER to give

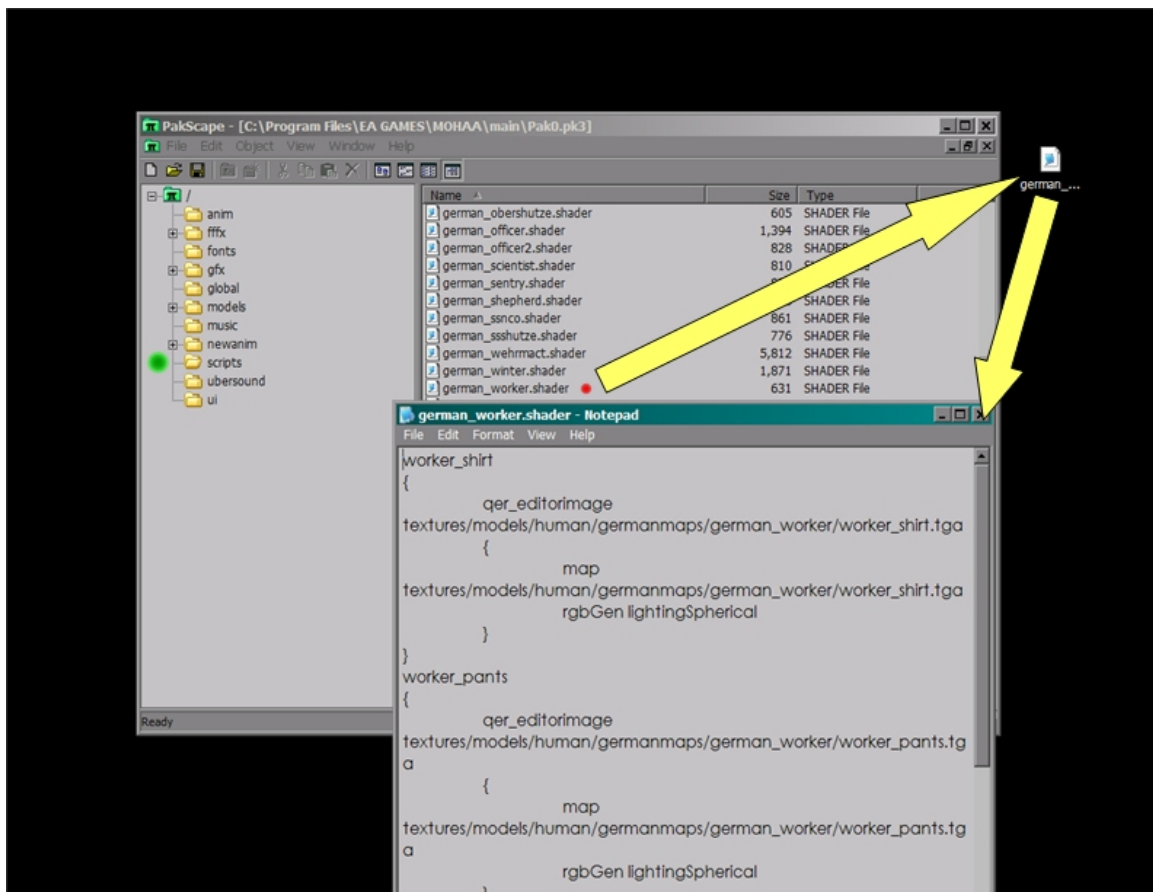
it a "side" first). in this example, the skin's .tik file is saved as "german_goosh.tik". save it to your work area, you'll probably open it again

and again as you make changes, correct errors.

the playerskin _fps.tik file is treated the same way for customizing but for this tut, it will be ignored (_fps doesn't effect your view unless you are using the skin while playing; it shows your hands from your viewpoint), only you would save it as "german_goosh_fps.tik" (assigning a "side" to any other script for a skin other than the .tik file is not needed). onto the .shader file...

layman's terms: basically the .shader file is a script that tells the engine what images to use for the assigned shaders listed in the .tik file. it's almost like a map to the textures.

open the german_worker.shader.



lots of coding there. big deal. for this tut change all the lines that read as :
textures/models/human/germanmaps/german_worker
to

textures/goosh_skin

(if you know how to use replace function found in edit, this is pretty easy)

now replace all the text that is left that says "worker" with "goosh" (shader title, found to the upper left of each entry) and image file name

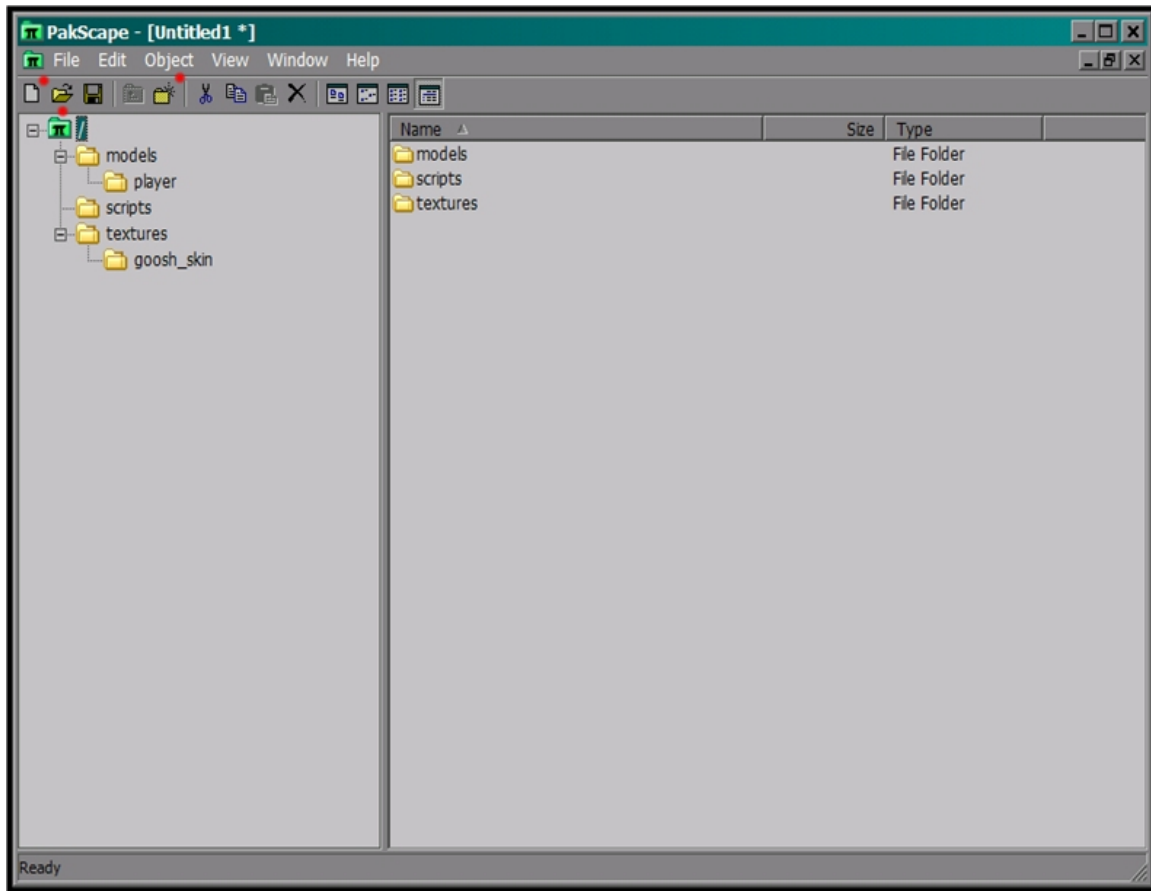
(the first word). finally , change "worker_hat" (or if it's "goosh_hat") to read

"goosh_face". REMEMBER each .shader for a skin lists the image twice. ALSO, if you saved your custom images as .jpg file types, you do NOT need to change the extentions in the .shader file to .jpg (quake engine will still read the texture even though it is a .jpg) as long as the alpha layer wasn't used (not used in this skin; tank_commander uses it for it's

reflective jacket for example). click on menu, click on save as, change file

type to "all" and save as "german_goosh.shader". NOTE: the shader could be named "fudge_fudge1.shader" for all the engine cares; it also does NOT have to have the "side" it's on listed.

creating the final .pk3 file for your custom skin



close anything you have open in pakscape. click on the "new project" icon (upper left looks like a white piece of paper). click on the green pakscape icon found on the left/directory window. click on the yellow "new folder/directory" icon. a new folder will show up on the right display window, rename it "models". now click on the "models" folder seen in the left directory window. click on the green pakscape icon again. a new subfolder/directory will show up on the right display window. rename it "player". click on the green pakscape icon found on the left/directory window. click on the yellow "new folder/directory" icon. a new folder will show up on the right display window, rename it "scripts". click on the green pakscape icon found on the left/directory window. click on the yellow "new folder/directory" icon. a new folder will show up on the right display window, rename it "textures". now click on the "textures" folder seen in the left directory window. click on the green pakscape icon again. a new subfolder/directory will show up on the

right
display window. rename it "goosh_skin".
now you can place all your files into the new pk3. place the following:
all .tik files (including _fps.tik) into models/player
all .shader files into scripts
all image files into textures/goosh_skin
compiling/compressing/saving your custom pk3
click on the save icon (upper left). change the save as type to "Quake
3
Pak (*.pk3). to safeguard your custom mod from being misread or
read
out of order, type the letter z a few times and then give your player
skin
pak3 an name. this can be any name you want, usually modders put
their names and then the mod name (ie. zzzz_PKM_676_skins.pk3).
save
your pk3 to your mohaa main directory.
that's it. run mohaa. go to the multiplayer option screen, click on the
skin
menu your player is on, view. if you have a second cpu or a LAN you
can
get someone else on (after you send them the skin) , go ingame and
check out the skin from all sides (including your handview ie. _fps)



tips:

1. as mentioned ALWAYS double/tripple check your codes. this will save you hours of editing.
2. for faces, online halloween/costume stores have the best sources for custom textures. if you decide to do a self portrait skin or use a picture of someone's face that you photographed, make sure the person is standing still, has his/her eye's closed and mouth comfortably shut

(look
at all the default face textures).
3. create a color grid texture by making 5 rows by 5 columns of
different
colored dots on a see through image (.tga). use this on top of a
texture
you're trying to line up with the model. go look at the skin in the
multiplayer screen to see where the dots line up with the ingame
model.



4. the backs of shirts/torsos will be read correctly. no need to put text
or
an image on backwards.
5. pull apart files now that you have pakscape (JUST DON'T SAVE
ANYTHING YOU CHANGE UNLESS YOU'RE SURE IT'S OK), it's how a
majority of us learned how to mod (combined with asking a ton of
questions and viewing millions of tuts)

troubleshooting:

1. can't see your skin on the multiplayer pull down skin menus ?
double
check to make sure you assigned a "side" in the .tik file name.
2. white/gray "patches" on whole sections of the model when viewed ?
check first:
compare .tik file shader name to .shader file's entry title names (the
first
names above each entries directory listing...ie. worker_pants)
compare the directory listing from the .shader to the texture
directory/subfolders. make sure your directory listing in the shader
starts
with textures and includes any subfolders you created as well as the
correct spelling of your image file
double check spelling and placement of text characters (ie. "/")
sometimes, quake get's goofy and you find out by rebuilding the
scripts
and rebuilding the pk3 is the only way to solve a problem.
you're going to spend hours sometimes editing and problem solving,
no
way around it. we've all been there and are still there. 99% of the time
it's
a simple mistake. your quake engine is no different from anyone elses.

enjoy

PKM

wholesale_phil@yahoo.com

.map.com

themoddingtheater.com