This is a rough guide to tell you how to add equipment already held in the game to your skin by simply adding a few lines to the relevant TIK files.

If you are not sure what this means read my skinning guide first at   
http://www.pure-mohaa.co.uk/forum/downloads/fileinfo.asp?file\_id=247

Skins in Medal of honour are produced in Pk3 format.

Each PK3 file consists of 3 main folders:

**1)** PLAYER FOLDER which contains the models folder (which in turn contains TIK files)

(Sometimes also contains a gear folder which holds 3d models of gear worn on the skins)

TIK files

Give locations for bodies (original clothing), heads, hats and equipment

Save as NAME.TIK

TIK FPS files

Give locations for models and sleeves

Save as NAME\_FPS.TIK

**2)** SCRIPTS FOLDER which contains the shader file(s)

Shader files

Give locations of all TGA or JPEG files which add the colour or designs to modify the original clothing or equip

Save as Name.shader

**3)** TEXTURES FOLDER

This holds all the TGA and JPEG files needed to set the colours and designs of the clothing and equipment.

ADDING EQUIPMENT - WHAT TO TYPE

The following entries are for the TIK file only (unless indicated) therefore the only folder you will need to access is Player/models. You will not need to edit the shader file and you will not need to add anything to you textures folder. The following entries use the equipment (ie, skd and tga files) already stored in the game. No entry is required in TIK fps or shader file unless you are adding tga files to change colour etc. See my main guide for that.

US GEAR

path models/gear/us

skelmodel m5bag1.skd

surface m5bag shader m5bag

skelmodel 45holster.skd

surface 45holster shader 45holster

skelmodel haversack.skd

surface haversack shader usequip

skelmodel garandbelt.skd

surface garandbelt shader usammobelt

skelmodel rangertommybelt.skd

surface tommybelt shader tommybelt

skelmodel haversack.skd

surface haversack shader usequip

skelmodel barbelt.skd

surface barbelt shader barbelt

GERMAN GEAR

path models/gear/ss

skelmodel ssholster.skd

surface ssholster shader german\_holster

skelmodel ssloadout.skd

surface ssloadout shader german\_gear

path models/gear/heer

skelmodel loadout.skd

surface loadout shader german\_gear

skelmodel holster.skd

surface holster shader german\_holster

bullets around neck

path models/gear/heer

skelmodel grenadierload.skd

surface bullets shader grenadier\_shells

surface ammobox shader grenadier\_ammobox

2 Grenades on left chest

path models/gear

skelmodel ranger\_2grenades.skd

surface 2gren\_right shader 2gren\_right

surface 2gren\_left shader 2gren\_left

Radio back pack

path models/equipment/USGear

skelmodel radio\_backpack.skd

surface backpack shader radiobackpack

surface phone shader reciever

Adding gloves

TIK File entry - path models/human/hands

skelmodel hand.skd

surface hand shader l\_gloves

FPS File entry - // right hand surface triggerhand shader lthr\_gloveview

// different left hands surface lefthand shader lthr\_gloveview

surface garandhand shader lthr\_gloveview

Assigning weapons

Your skin displays it's name in multi player options depending on what you have called the TIK file.IE, mine is BBC\_Magna\_Carta.TIK

For SH and BT, You can assign your allied skin to use either Brit,American, Russian, or Italian guns by simply changing the name of the .tik file

example if your TIK file is named allied\_BBC\_Magna\_Carta.TIK it will use American weapons by default. If you wish to use Brit weapons, right click on the TIK file and choose rename and change the name to allied\_british\_BBC\_Magna\_Carta.TIK, or allied\_Russian\_BBC\_Magna\_Carta.TIK

I hope this is useful

BBC Magna Carta