

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