

Skinning a Weapon

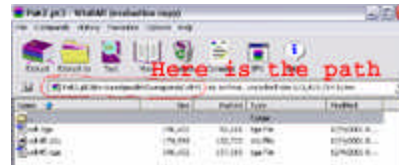
What we are going to do:

Sweet, lets make our own weapon texture!

Get Going!

1st. Open the file "pak2.pk3" in the main folder of MOHAA.

Go to "textures" "models" "weapons" and I am going to edit the colt45 skin, so click colt4.



Okay, keep that window open, now go to your desktop and make a folder named "weapons"

Super, now back to the colt45 window, you will see a ".dds" file and a ".tga" file, drag them the folder we just made!

Okay, open up the "colt45.tga" file in Photoshop. Do not draw out side the lines, or it will look all f'ed up! and not work!

Here is what mine looks like: