

# Tutorial for new Vietcong-Skins

by [VCK]Mike

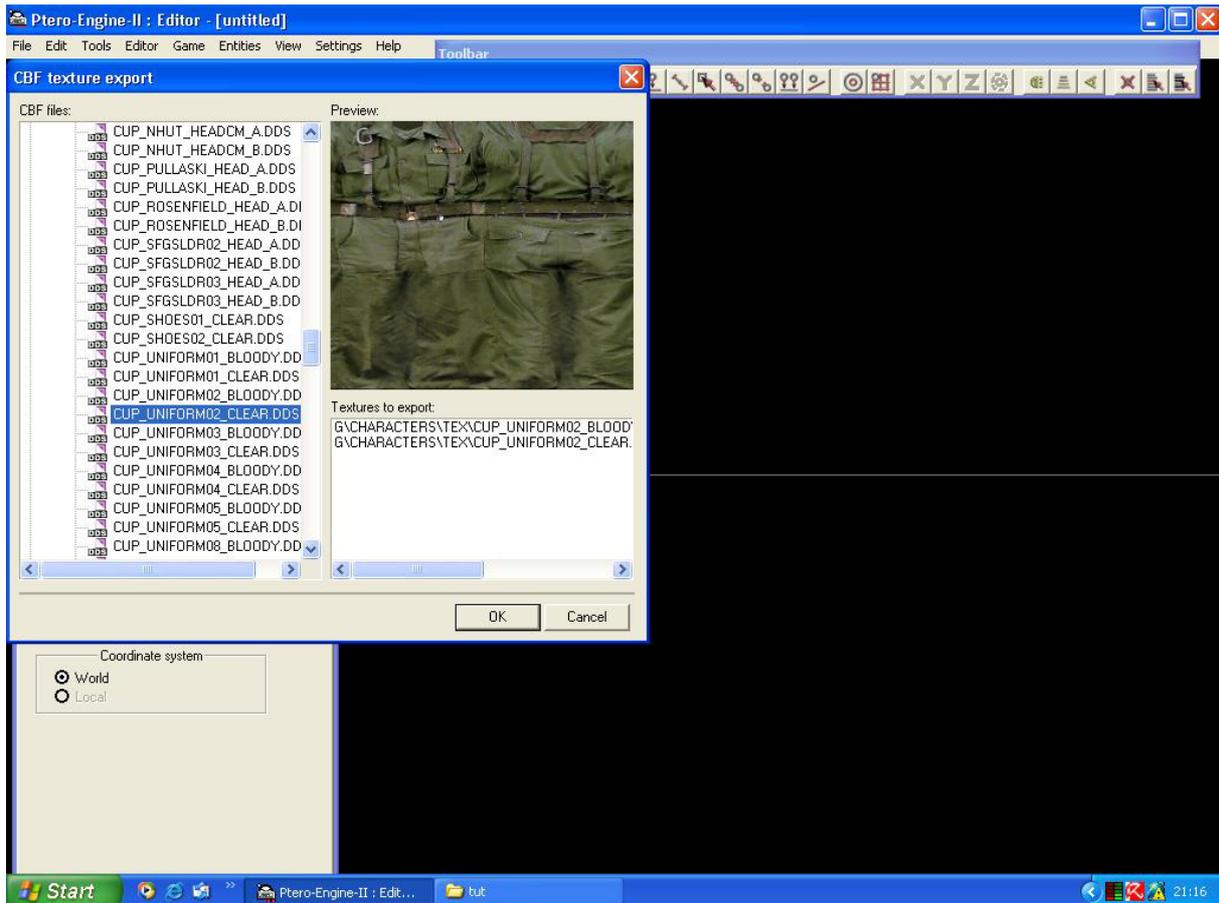
First you have to start the Vietcong Map-Editor.

Select *Tools* in the Menu and choose *Export Textures from CBF*.

In the opening Dialog choose *G->Characters->TEX*. There you will find all Arms, Legs and Uniforms from the Game.

Search the Skin, you want to change.

In this case we choose *Capt. Rosenfield*.



With a Double-Click you take over the Skin to the right Side.

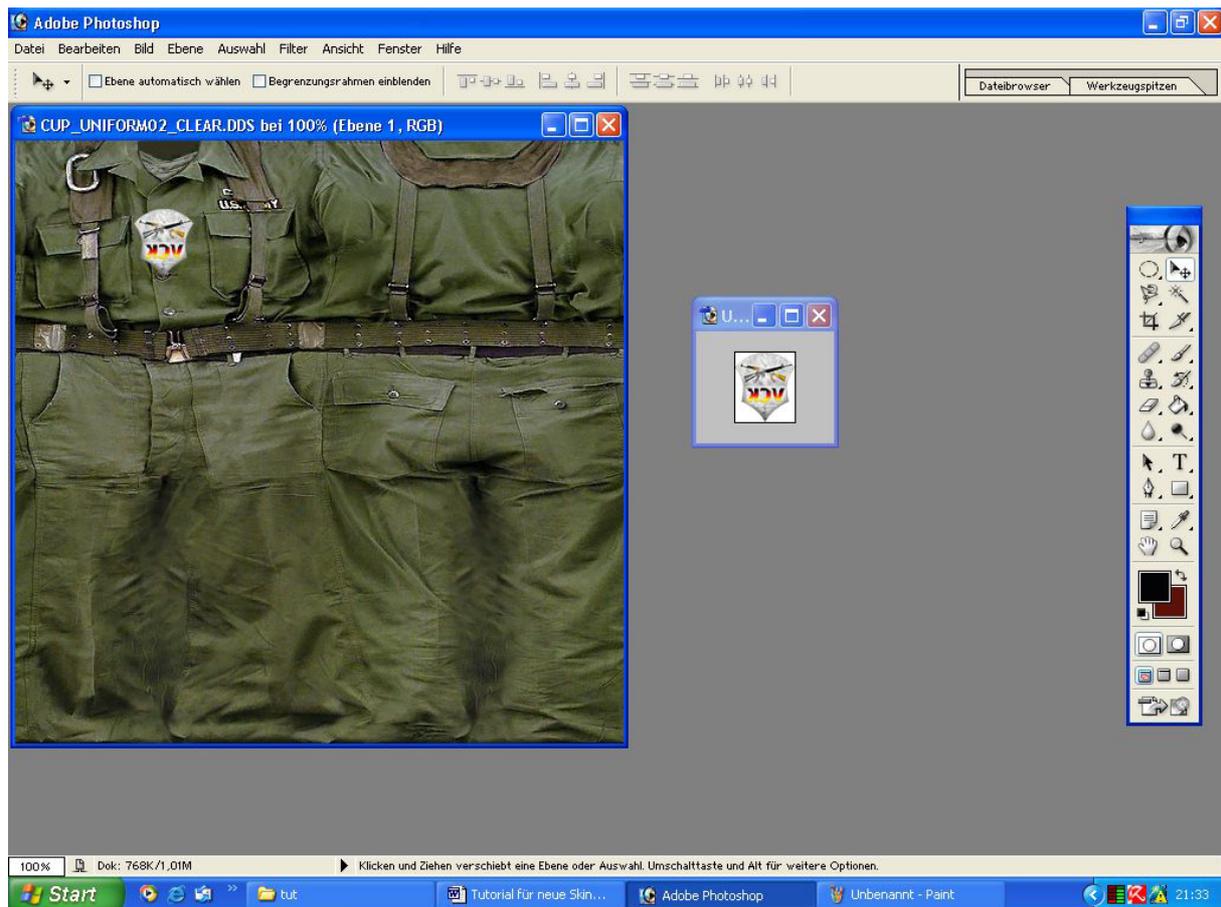
Watch out, that the Skin exists as Bloody and Clear. If you change only one, your Changes will disappear. F.E. if you change only the Clear-Skin, your Modifications are lost as soon as somebody has shot on the Player.

After Selecting all, press OK. Then you will find the Files in the Vietcong-Subfolder '*ddsfromcbf*' (depending from which Path you selected above (f.e. 'G')).

The Name of the exported File is important. In our Case:

CUP\_UNIFORM02\_CLEAR.DDS und  
CUP\_UNIFORM02\_BLOODY.DDS

Now you can modify these Files with an Application that understands the .DDS Format.



After the Modification you have to copy the Files into the 'tex'-Folder of your Map.  
Important: Do not change the Name of the .DDS-Files.

Now start the Map-Editor, load the Map, and choose under ,Tools' 'Rebuild TextDB'.

Now all Textures will be read. Save the Map and open it again.

After 'finalizing' you can start the Map in the Map-Editor and you can examine your new Skin.



If you have no ,3ds max`:

After 'finalizing' the Map you have to submit the 'Texture'-Folder to the Clients, otherwise the Players will only see white Areas at the Places where you have changed the Skin. \*(levels→ your project→tex→only the changed skins)

If you have ,3ds max`:

Create any Surface, it doesn't Matter which.

Place your changed Skin and save the whole Object in the Folder of your Map.

F.e. *Capt.Rosenfield.bes*.

Now start the Map-Editor again, load the Map, and choose 'Rebuild TextDB' from 'Tools'.

All Textures will be read again. And then you should save and reload the Map again.

Now you have to hide your '*Capt.Rosenfield.bes*' anywhere under the Map, where nobody can see it. Save the Map and 'finalize' it.

Done. If the Map will be loaded now, your new Skins will be loaded too with the .bes-File and you must not send the Texture-Folder to the Client.

This is naturally the best Solution.

A Tip at the End:

The VC- and FistAlpha-Skins are different. One is mirrored and the other not. Watch out, if you place Text on your Skin.

Have Fun

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