

## ET: Legacy Development - Task #992

Task # 218 (New): Replace assets with our own

### add missing textures for existing shaders

07.02.2017 17:12 - keMoN

<b>Status:</b>	New	<b>% Done:</b>	20%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	keMoN		
<b>Category:</b>	General		
<b>Target version:</b>	ALL		
<b>OS:</b>		<b>Arch:</b>	
<b>Description</b>			
There are shaders present in pak0 that point to non-existing textures. Include those textures.			
decals.shader liquids.shader			

### History

#### #1 - 23.02.2017 20:22 - thunder

also assault\_rock is 4 missing textures:

ground\_c07a  
ground\_c09a  
haze\_vil\_night  
haze2

//EDIT\_kemon: DONE

#### #2 - 23.02.2017 20:57 - thunder

Battery:  
seawall\_ocean.tga

!!This might be just a shader created from other textures!!

//EDIT\_kemon: INVALID - seawall\_ocean.tga is only an editorimage and not a real texture

#### #3 - 25.02.2017 23:28 - thunder

bunker\_sd:

extwall01\_sand  
extwall02\_sand  
girder01  
tinroof01  
wirefence01

//EDIT\_kemon: DONE

**#4 - 26.02.2017 08:20 - thunder**

castle\_door:

door\_m01

//EDIT\_kemon: DONE

**#5 - 26.02.2017 08:39 - thunder**

castle floor

floor\_c10

//EDIT\_kemon: DONE

**#6 - 26.02.2017 08:41 - thunder**

castle\_window

cashudder\_c01

//EDIT\_kemon: DONE

**#7 - 26.02.2017 08:45 - thunder**

textures/castle\_wood/cwood\_c18  
textures/castle\_wood/cwood\_mo5c  
textures/castle\_wood/cwood\_mo5cb

//EDIT\_kemon: DONE

**#8 - 26.02.2017 09:16 - thunder**

textures/chat/book\_c03  
textures/chat/carpet\_c02  
textures/chat/carpet\_c08  
textures/chat/carpet\_c10  
textures/chat/carpet\_c10trim  
textures/chat/carpet\_c11  
textures/chat/carpet\_c14trim  
textures/chat/office\_c03

//EDIT\_kemon: DONE

**#9 - 26.02.2017 17:24 - thunder**

textures/chat\_window/chwindow\_c06.tga

textures/chat\_window/chwindow\_c05

**#10 - 26.02.2017 17:31 - thunder**

textures/chateau/desk\_c03  
textures/chateau/fireplace\_01  
textures/chateau/floor\_c04  
textures/chateau/floor\_c05  
textures/chateau/floor\_c06  
textures/chateau/stair\_c01  
textures/chateau/stair\_c03  
textures/chateau/trim\_c01  
textures/chateau/trim\_c03  
textures/chateau/trim\_c08  
textures/chateau/trim\_c10  
textures/chateau/trim\_c14  
textures/chateau/wood\_c06  
textures/chateau/wood\_c07  
textures/chateau/wood\_c09  
textures/chateau/wood\_c20  
textures/chateau/window\_c03a  
textures/chateau/window\_c01.blend.tga  
textures/chateau/window\_c04a.tga  
textures/chateau/window\_c02.blend.tga  
textures/chateau/window\_c07a.tga  
textures/chateau/window\_c05.blend.tga

**#11 - 26.02.2017 19:06 - thunder**

a bunch in decals shader

**#12 - 28.02.2017 13:08 - keMoN**

- % Done changed from 0 to 20

**#13 - 28.02.2017 18:01 - thunder**

textures/egypt\_door\_sd/heavy\_door\_01

**#14 - 28.02.2017 19:09 - thunder**

textures/egypt\_floor\_sd/desertsand\_light  
textures/egypt\_floor\_sd/mudroad01  
textures/egypt\_floor\_sd/mudroad01\_trim  
textures/egypt\_floor\_sd/desertsand\_generic\_a  
textures/egypt\_floor\_sd/siwa\_sandygrass

//EDIT\_kemon: DONE

**#15 - 28.02.2017 20:16 - thunder**

none of egypt\_rock textures exist it seems

**#16 - 04.03.2017 12:26 - keMoN**

Being applied in [this](#) repository.

**#17 - 06.03.2017 09:13 - thunder**

textures/rock/dam\_m01a

**#18 - 06.03.2017 09:22 - thunder**

textures/rubble/burn\_flr\_m01a.tga  
textures/props/ember1a  
textures/rubble/rebar\_m01

**#19 - 06.03.2017 10:34 - thunder**

textures/military\_trim/basewd\_m02

**#20 - 06.03.2017 11:04 - thunder**

textures/military\_wall/military\_m01

**#21 - 06.03.2017 11:48 - thunder**

- File freeze\_glass.tga added
- File fwindow1.tga added
- File fwindow1\_n.tga added
- File fwindow1\_s.tga added
- File refer.tga added

textures/props/board\_cl01  
textures/props/board\_cl01m  
textures/props/board\_m01  
textures/props/box\_t\_m02  
textures/props/flag\_l\_m01  
textures/props/flag\_l\_m01\_tad  
textures/props/flag\_l\_m01\_nomove  
textures/props/flags\_m1  
textures/props/flags\_m1\_fac  
textures/props/flags\_m1\_snow

textures/props/freeze\_glass ( here I already got an image @Kemon)  
textures/props/fwindow1 ( same here, already got one)  
textures/props/hayd  
textures/props/panel\_d04  
textures/props/sign\_c01  
textures/props/sign\_c05  
textures/props/table  
textures/props/torch\_ember  
textures/props/train\_m03  
textures/props/train\_m04  
textures/props/wine\_c01  
textures/props/wine\_c02

**#22 - 06.03.2017 14:11 - thunder**

textures/props\_sd/barrel\_m01\_rednwhite  
textures/props\_sd/s\_generator01

**#23 - 06.03.2017 19:34 - thunder**

textures/metals\_sd/metal\_ref1

**#24 - 07.03.2017 18:13 - thunder**

textures/railway\_sd/d\_cross  
textures/railway\_sd/d\_label01  
textures/railway\_sd/d\_label02  
textures/railway\_sd/d\_skull  
textures/railway\_sd/metaltrim\_a  
textures/railway\_sd/metalwall\_a  
textures/railway\_sd/metalwall\_b  
textures/railway\_sd/metalwall\_c  
textures/railway\_sd/panel\_trim001  
textures/railway\_sd/panel\_001a  
textures/railway\_sd/panel\_001b  
textures/railway\_sd/panel\_001c  
textures/railway\_sd/panel\_001d  
textures/railway\_sd/panel\_001e  
textures/railway\_sd/support001  
textures/railway\_sd/support003

**#25 - 07.03.2017 18:22 - thunder**

textures/siwa\_terrain\_sd/siwa\_skyenv1.tga  
textures/siwa\_terrain\_sd/siwa\_skyenv2.tga

**#26 - 07.03.2017 18:30 - thunder**

textures/skies/sky\_8.tga  
textures/skies/sky\_6.tga  
textures/skies/n\_blue2.tga  
textures/skies/vil\_clouds1.tga  
textures/skies/topclouds.tga

textures/sfx/fog\_grey1.tga

**#27 - 07.03.2017 21:15 - thunder**

textures/snow/s\_fence\_c07  
textures/snow/s\_grass\_ml03b  
textures/snow/s\_door\_c10b\_s

**#28 - 07.03.2017 21:28 - thunder**

textures/xlab\_door/xdoor\_m01  
textures/xlab\_door/xdoor\_m01f

**#29 - 18.03.2017 07:43 - thunder**

textures/temperate\_sd/rock\_worn\_brown\_moss

**#30 - 18.03.2017 08:55 - thunder**

textures/terrain/grass\_dm01

**#31 - 18.03.2017 09:26 - thunder**

textures/town\_props/streetname\_c01

//Note!

town\_props is a great place for some extra stuff later.. there could be more streetnames and small things here

**#32 - 18.03.2017 09:49 - thunder**

textures/town\_wall/store\_c01  
textures/town\_wall/store\_c02  
textures/town\_wall/store\_c03\_a

**#33 - 18.03.2017 09:56 - thunder**

textures/town\_wood/trenchwood  
textures/town\_wood/wood\_c02  
textures/town\_wood/wood\_c11

**#34 - 18.03.2017 10:05 - thunder**

textures/villa\_sd/villawindow\_a

**#35 - 18.03.2017 10:09 - thunder**

textures/village/villwin\_c18

**#36 - 18.03.2017 11:00 - thunder**

textures/wood/wood\_m05  
textures/wood/wood\_m05a\_usat\_snow  
textures/wood/wood\_m06\_usat  
textures/wood/wood\_m06b  
textures/wood/wood\_m08  
textures/wood/wood\_m08\_usat  
textures/wood/wood\_m09  
textures/wood/wood\_m09\_usat  
textures/wood/wood\_m11  
textures/wood/wood\_m12\_usat  
textures/wood/wood\_m12a

**#37 - 18.03.2017 11:23 - thunder**

NOTE! could be more! check all shaders to be sure!!!

**#38 - 18.03.2017 13:18 - Dragonji**

How about just cleaning up these shaders as adding extra textures will make all maps that use them incompatible with vanilla?

**#39 - 18.03.2017 16:09 - thunder**

no, @Dragonji  
not if they make R2 read from folder scripts2..  
Allready opened a ticket for this

**#40 - 15.06.2017 10:35 - keMoN**

textures/tree/tree\_m02dm  
textures/metal\_misc/diamond\_c\_01b //Note: texture is actually existing in pak0 - investigate  
textures/wood/wood\_m12a //Note: shader appears to be a dummy shader for a different texture (wood\_m12) and not for an own texture (wood\_m12a)  
textures/metal\_misc/ametel\_m03a  
textures/metal\_misc/ametel\_m03ns

**#41 - 29.10.2018 20:44 - keMoN**

models/mapobjects/flag/flag\_allied  
models/mapobjects/flag/flag\_axis

**Files**

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fwindow1.tga	1.6 MB	06.03.2017	thunder
fwindow1_n.tga	1.8 MB	06.03.2017	thunder
freeze_glass.tga	3.87 MB	06.03.2017	thunder
fwindow1_s.tga	1.58 MB	06.03.2017	thunder
refer.tga	2.74 MB	06.03.2017	thunder