Creating Custom AI - textures

> See **Creating Custom AI - decls** before proceeding

Creating Custom Textures

While adding custom textures into the game is possible, it is not the optimal choice. Even if the added textures are in a relatively high patch directory, there is the chance that some of them will not load properly, especially if there are a lot of added assets in the mod(s).

Instead, it is recommended to replace the textures of an existing playable demon skin. Since injecting gameplay-altering mods disable Battlemode entirely, there is little concern for distorting playable demon skins. You will want to edit the regular demon skin like normal and replace its name with the cosmetic skin that you want to replace. Make sure to include the ENTIRE file extension (ex: **mancubus_body_set12.tga$streamed$mtlkind=albedo**)

Also, be sure to replace ONLY the matching **$streamed$** TGA extension. In the case of Gargoyles, replace any **.tga$streamed$mtlkind=albedo** file with that of the same extension for a **set12** mancubus skin, for example. Most cosmetic skins are located in **warehouse\models\customization\monsters**

If your extracted textures do not have the **$streamed$** TGA extension, then reference here -

Resource Data

Then, you need to modify the **material2** decls for demon skin in **warehouse**. They will be used to remap the textures on the custom AI. For the Stone Gargoyle, copy all the regular Gargoyle material2 decl parameters into the demon skin material2 decl equivalent that you set.

For example, the following would be copied over:
models/monsters/gargoyle/gargoyle_body
to
models/customization/monsters/mancubus/set12/mancubus_body_set12

> It is best practice to replace a demon skin material2 decl with a similar name to the custom AI material2 decl.

In the copied **gargoyle_body** decl, which is now named **mancubus_body_set12**, replace the RenderLayers with your modified demon skin textures. The following is an example:

```
RenderLayers = {
	item[0] = {
```

```
	parms = {
		bloommaskmap = {
			filePath = "models/monsters/gargoyle/gargoyle_body_e.tga";
		}
		sssmask = {
			filePath = "models/customization/monsters/mancubus/set11/mancubus_body_set11_sss.tga";
			options = {
				format = "FMT_BC3";
			}
		}
		smoothness = {
			filePath = "models/monsters/gargoyle/gargoyle_body_g.tga";
		}
		normal = {
			filePath = "models/monsters/gargoyle/gargoyle_body_n.tga";
		}
		specular = {
			filePath = "models/monsters/gargoyle/gargoyle_body_s.tga";
		}
		albedo = {
			filePath = "models/customization/monsters/mancubus/set12/mancubus_body_set12.tga";
		}
	}
}
```

Once each material2 decl is modified, you will need to use a **materialRemap** in the **renderModelInfo** of BOTH the **entityDef** decl and **idAI2** entity. The following is an example:

```
renderModelInfo = {
	model = "md6def/characters/monsters/gargoyle/base/gargoyle.md6";
	materialRemap = {
		num = 8;
		item[0] = {
			from = "models/monsters/gargoyle/gargoyle";
			to = "models/customization/monsters/mancubus/set12/mancubus_guns_set12_hq";
		}
		item[1] = {
			from = "models/monsters/gargoyle/gargoyle_body";
			to = "models/customization/monsters/mancubus/set12/mancubus_body_set12";
```

```
	}
	item[2] = {
		from = "models/monsters/gargoyle/gargoyle_cs";
		to = "models/customization/monsters/mancubus/set12/mancubus_body_set12_hq";
	}
	item[3] = {
		from = "models/monsters/gargoyle/gargoyle_eyes";
		to = "models/customization/monsters/mancubus/set12/mancubus_eyes_set12";
	}
	item[4] = {
		from = "models/monsters/gargoyle/gargoyle_fbg";
		to = "models/customization/monsters/mancubus/set12/mancubus_legs_set12_hq";
	}
	item[5] = {
		from = "models/monsters/gargoyle/gargoyle_gore";
		to = "models/customization/monsters/mancubus/set12/mancubus_head_set12_hq";
	}
	item[6] = {
		from = "models/monsters/gargoyle/gargoyle_head";
		to = "models/customization/monsters/mancubus/set12/mancubus_head_set12";
	}
	item[7] = {
		from = "models/monsters/gargoyle/gargoyle_wings";
		to = "models/customization/monsters/mancubus/set12/mancubus_legs_set12";
	}
}
	lightRigDecl = "gargoyle/gargoyle_default";
}
```

If you want to go far enough to apply the textures to sync kills (glory kills, chainsaw kills, crucible kills, berserk kills), the apply the same **materialRemap** to added **entitydef\characters\monsters** decls and reference them in the added **entitydef\syncmelee** decls.

See Also

- **Eternal Texture Mods: Beginner's Guide**

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