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# Basic Information

### Pilot model file

File Location: englishclient\_mp\_common.bsp.pak000\_dir.vpk\models\humans\pilots\

The f & m at the end of the files correspond to the female and male versions of each pilot class.

|  |  |
| --- | --- |
| Model Name | Pilot Name |
| pilot\_light\_jester | Stim |
| pilot\_light\_ged | PhaseShift |
| pilot\_medium\_stalker | HoloPilot |
| pilot\_medium\_reaper | PulseBlade |
| pilot\_medium\_geist | Grapple |
| pilot\_heavy\_roog | AWall |
| pilot\_heavy\_drex | Cloak. |

### Texture type

|  |  |  |
| --- | --- | --- |
| Abbreviation | Full Name | Basic File Format |
| col | Color | DXT1 |
| nml | Normal | BC5U |
| gls | Gloss/Metallic | BC4U |
| spc | Specular | DXT1 |
| ilm | illumination | DXT1 |
| ao | Ambient Occlusion | DXT1 |
| cav | Cavity | DXT1 |
| opa | Opacity | BC4U |

Note：AWall ‘s col and spc texture use BC7U

### Image Resolution

All resolutions used are described in detail later：512x256、512x512、1024x512、1024x1024、2048x1024、2048x2048、4096x2048、4096x4096

### 4.File Name & Folder format

The folder for save texture can be divided into "4096","2048", "1024", "512";folder depend on which image resolution is used.

Texture file names should be “PilotName\_FormatName\_Texture.dds”

Example:HoloPilot\_viewhand\_col.dds

Texture types can be written according to the types analyzed by rpak tool(ao，gls，nml，col，cav，spc，ilm，opa)

The skin should be packaged as a .zip package.

# Pilot Texture Information

Note：Some pilot use the same head(with public sign).

### 1.Cloak

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | N/A |
| Gauntlet | 512x512-2048x2048 | gauntlet | N/A |
| Gear | 512x256-4096x2048 | gear | N/A |
| Jump Kit | 512x256-4096x2048 | jumpkit | N/A |
| Ghillie | 512x512-2048x2048 | ghillie | Didn’t have ilm; Have opa |
| Helmet | 512x256-4096x2048 | helmet | N/A |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

Male Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | N/A |
| Gauntlet | 512x512-2048x2048 | gauntlet | N/A |
| Gear | 512x256-4096x2048 | gear | N/A |
| Jump Kit | 512x256-4096x2048 | jumpkit | N/A |
| Ghillie | 512x512-2048x2048 | ghillie | Didn’t have ilm; Have opa |
| Helmet | 512x256-4096x2048 | helmet | N/A |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

### 2.AWall

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | Didn’t have ilm;  col and spc use BC7U |
| Gauntlet | 512x512-2048x2048 | gauntlet | Didn’t have ilm;  col and spc use BC7U |
| Gear | 512x256- 2048x1024 | gear | col and spc use BC7U |
| Jump Kit | 512x256- 2048x1024 | jumpkit | col and spc use BC7U |
| Helmet | 512x256-2048x1024 | helmet | col and spc use BC7U |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

Male Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | Didn’t have ilm;  col and spc use BC7U |
| Gauntlet | 512x512-2048x2048 | gauntlet | Didn’t have ilm;  col and spc use BC7U |
| Gear | 512x256- 2048x1024 | gear | col and spc use BC7U |
| Jump Kit | 512x256- 2048x1024 | jumpkit | col and spc use BC7U |
| Helmet | 512x256-2048x1024 | helmet | col and spc use BC7U |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

### 3.PhaseShift

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | ilm the same with male pilot body |
| Gear | 512x256- 2048x1024 | gear | Didn’t have ilm |
| View Hand | 512x512- 1024x1024 | viewhand | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | N/A |
| Helmet | 512x256-2048x1024 | helmet | N/A |
| Hair | 512x512- 1024x1024 | hair | Didn’t have ilm,ao,cav;  Have opa |

Male Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | N/A |
| Gear | 512x256- 2048x1024 | gear | Didn’t have ilm |
| View Hand | 512x512- 1024x1024 | viewhand | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | N/A |
| Helmet | 512x256-2048x1024 | helmet | N/A |
| Hair | 512x512- 1024x1024 | hair | Didn’t have ilm,ao,cav;  Have opa |

### 4.Stim

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | N/A |
| Gear | 512x256- 2048x1024 | fgear | ilm and ao texture use 512x512-4096x4096;  cav texture use 512x256-4096x2048 |
| Gauntlet | 512x512- 1024x1024 | gauntlet | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | fjumpkit | ao texture use 512x512-4096x4096 |
| Head | 512x256-2048x1024 | head | N/A |

Male Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | N/A |
| Gear | 512x256- 2048x1024 | gear | N/A |
| Gauntlet | 512x512- 1024x1024 | gauntlet | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | ao texture use 512x512-4096x4096 |
| Head | 512x256-2048x1024 | head | N/A |

### 5.Grapple

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | Didn’t have cav |
| Gear | 512x256- 2048x1024 | gear | Didn’t have cav |
| Gauntlet | 512x512- 1024x1024 | gauntlet | Didn’t have cav |
| Jump Kit | 512x512- 1024x1024 | jumpkit | Didn’t have cav |
| Helmet | 512x256-4096x2048 | helmet | Didn’t have cav |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

Male Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | Didn’t have ilm,cav |
| Gear | 512x256- 2048x1024 | gear | Didn’t have cav |
| Gauntlet | 512x512- 1024x1024 | gauntlet | Didn’t have cav |
| Jump Kit | 512x512- 1024x1024 | jumpkit | Didn’t have cav |
| Helmet | 512x256-4096x2048 | helmet | Didn’t have cav |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

### 6.PulseBlade

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | Didn’t have ilm,ao,cav |
| Gear | 512x256- 2048x1024 | gear | Didn’t have ao,cav |
| Gauntlet | 512x512- 2048x2048 | gauntlet | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | N/A |
| Helmet | 512x256-4096x2048 | helmet | N/A |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

Male Pilot:

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | Didn’t have ilm,ao,cav |
| Gear | 512x256- 2048x1024 | gear | Didn’t have ao,cav |
| Gauntlet | 512x512- 2048x2048 | gauntlet | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | N/A |
| Helmet | 512x256-4096x2048 | helmet | N/A |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

### 7.HoloPilot

Female Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | fbody | N/A |
| Gear | 512x256- 2048x1024 | gear | Didn’t have ilm |
| View Hand | 512x512- 1024x1024 | viewhand | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | N/A |
| Helmet | 512x256-2048x1024 | helmet | N/A |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |

Male Pilot：

|  |  |  |  |
| --- | --- | --- | --- |
| Part Name | Image Resolution | Format Name | Note |
| Skeleton | N/A | N/A | N/A |
| Body | 512x256-4096x2048 | mbody | N/A |
| Gear | 512x256- 2048x1024 | gear | Didn’t have ilm |
| View Hand | 512x512- 1024x1024 | viewhand | Didn’t have ilm |
| Jump Kit | 512x256- 2048x1024 | jumpkit | N/A |
| Helmet | 512x256-2048x1024 | helmet | N/A |
| Head(Public) | 512x512-2048x1024 | head | Didn’t have ilm,cav |