

GOALIE IMAGES

(29 ingame screenshots, for reference)





TEXTURES OF ALL THE GOALIE PADS

(137 pads textures)

Start			
1	2	3	4
8	7	6	5
9	10	11	12
End			
16	15	14	13

Key image to know how to identify the goalie pads textures



Goalie pads 1st set.

Files from goalies_pads_0013.msh to
goalies_pads_0385.msh
-stock iso- NHL07 vanilla.

Goalie pads 2nd set. Files from
goalie_pads_0404.msh to
goalie_pads_0724.msh -stock iso-.



Note that textures goalie_pads_0498
(square 6) and goalie_pads_0706 (square
14) are the same.

Goalie pads 3rd set. Files from
goalie_pads_0733.msh to
goalie_pads_1452.msh -stock iso-.



Goalie pads 4th set. Files from
goalie_pads_1453.msh to
goalie_pads_3072.msh -stock iso-



Goalie pads 5th set. Files from
goalie_pads_3074.msh to
goalie_pads_3478.msh -stock iso-



Goalie pads 6th set. Files from
goalie_pads_3608.msh to
goalie_pads_5504.msh -stock iso-



Goalie pads 7th set. Files from
goalie_pads_5505.msh to
goalie_pads_5520.msh -stock iso-



Goalie pads 8th set. Files from
goalie_pads_5521.msh to
goalie_pads_5609.msh -stock iso-



Goalie pads 9th set. Files from
goalie_pads_5654.msh to
goalie_pads_9998.msh -stock iso-



All the goalies pads sets -137 pads textures- are done!!

There are good news too. Goalies helmets and sticks files share the same numbers as pads files in the file name in the stock iso and default roster. Thus, only analyzing the goalies pads we also get the correspondence for goalies helmets and sticks.

As an example, file ****goalies_pads_0489.msh**** corresponds to the ****Default pads brand for N. Khabibulin.**** Then, files ****goalies_helm_0489.msh**** and ****goalies_stick_0489.msh**** also correspond to his helmet and stick textures.